

PREMIERE EDITION

FIRE EMBLEM™

RADIANT DAWN





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RADIANT DAWN

PRIMA Official Game Guide

by Dan Birlew



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Product Manager: Todd Manning
Senior Project Editor: Brooke N. Hall
Manufacturing: Stephanie Sanchez
Layout and Design: Calibre Grafix

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About the Author

Dan Birlew is a video game expert who has been writing official, published video game strategy guides since 1999. His original career goals included acting and directing. At the age of 26 he began honing his playing skills with the goal of becoming a video game expert. He enjoyed publishing online documents regarding games, known as "FAQs." Dan inadvertently created an online persona for himself when he wrote and self-published on the Internet a plot analysis of the highly popular survival horror video game, *Silent Hill*.



After some gentle nudging from his wife, Birlew decided to set aside his acting and directing activities and establish a career as a video game strategy guide author. He sent writing samples to several publishing companies. Based on the merits of his very first submission, he was hired by a major publisher within 24 hours. Birlew has authored over 40 published video game strategy guides.

Dan Birlew is a native of St. Louis, Missouri, and has lived in Pennsylvania, Texas, and California. He now resides with his wife of 12 years in Las Vegas. He graduated with a bachelor of fine arts from the University of Texas at Austin in 1993.

We want to hear from you! E-mail comments and feedback to dbirlew@primagames.com.

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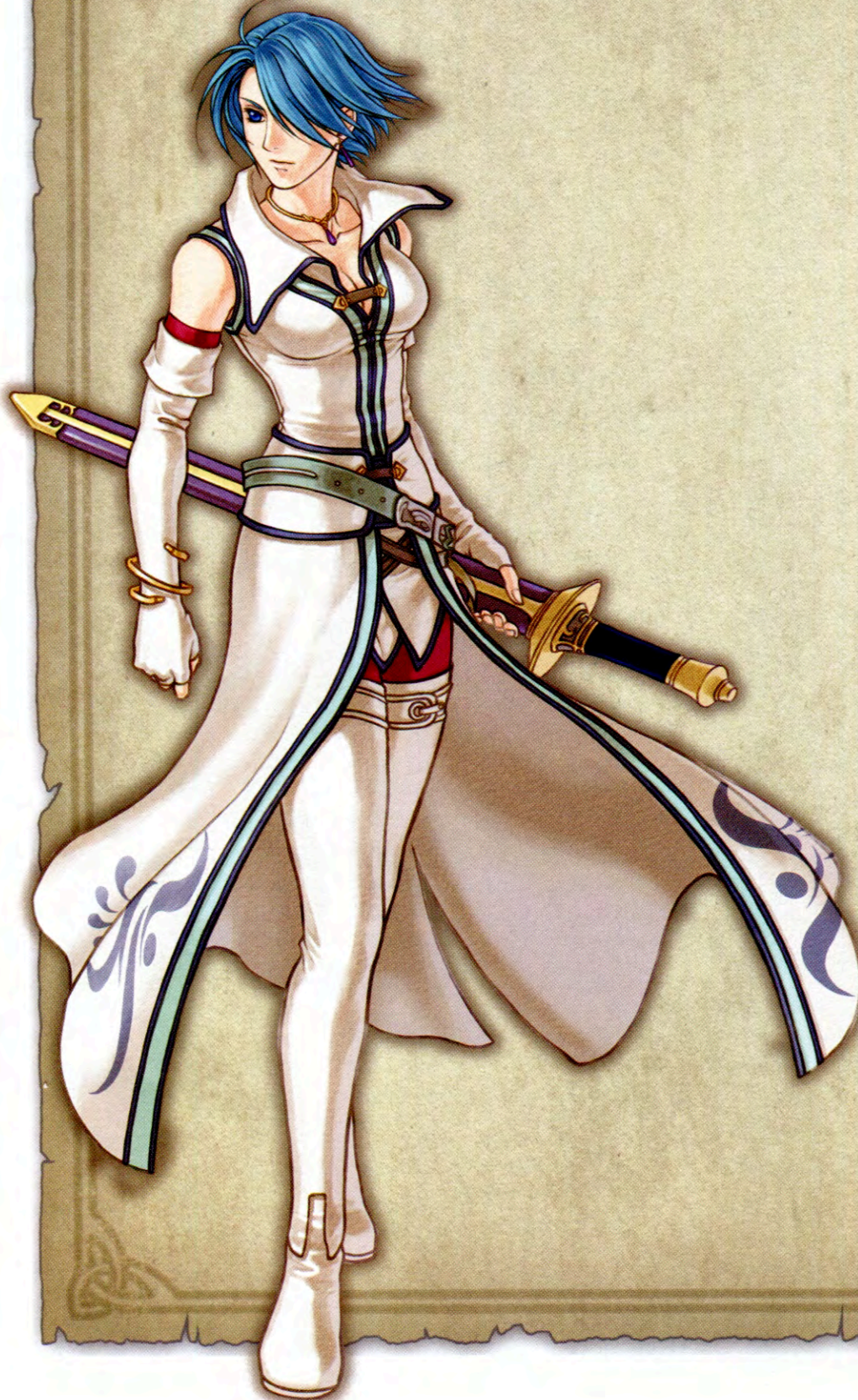
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Introduction

Fire Emblem: Radiant Dawn is a direct sequel to the 2005 Nintendo GameCube hit, *Fire Emblem: Path of Radiance*. Although the game continues the story of the continent of Tellius and the key figures involved in the continuing struggles between countries, you can enjoy this version without having played the previous game.



The Continent of Tellius



Centuries ago, the world was consumed by a great flood, leaving only the continent of Tellius. The story of *Radiant Dawn* centers on the countries in the southwestern portion of the continent.

Begnion

Although the Begnion Empire is the largest and mightiest country of Tellius, it once spanned the continent. Political strife has since divided the empire into the smaller countries of Daein, Crimea, Gallia, and Goldoa. The sleeping goddess Ashera dwells within Begnion's central tower. Altina, one of the Three Heroes who defeated and imprisoned the dark goddess responsible for the great flood, established Begnion's sovereignty. Her descendants rule the empire; known as Apostles, they hear and obey the voice of the goddess Ashera. Empress Sanaki is the 37th ruler of Begnion, and the youngest Empress in history.



*Empress Sanaki XXXVII,
ruler of Begnion*



*General Zelgius, Supreme
Commander of the Begnion Army*

FIRE EMBLEM

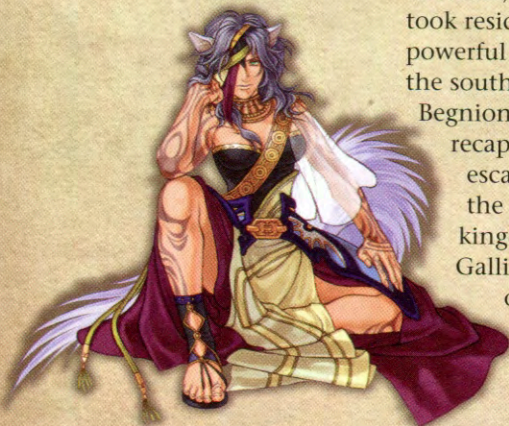
RADIANT DAWN



Caineghis, King of Gallia



Skrimir, Prince of Gallia



Queen Nailah, Ruler of the Desert Wolf Kingdom of Hatari

Gallia

Humanlike beorc and beastly laguz populate the continent of Tellius. Growing resentment between the beorc and laguz races in Begnion led to the Great Laguz Movement. The cat, lion, tiger, and wolf tribes settled in the forests of Gallia, whereas the hawks and ravens took residence on the southern islands. The powerful dragon laguz settled in Goldoa to the south, forming a geographic shield against Begnion. Although Begnion attempted to recapture what they considered to be escaping "slaves," the laguz fended off the empire and established the laguz kingdoms. Caineghis is the king of Gallia, Tibarn is king of the hawk nation of Phoenicis, and Naesala rules the ravens of Kilvas. The dragon dynasty of Goldoa is shrouded in isolation and mystery.



King Naesala, Ruler of Kilvas



King Tibarn, Ruler of Phoenicis



King Dheginsea, Ruler of Goldoa



Queen Elincia, Ruler of Crimea

Following the battles of Gallia, sympathetic Senator Caradoc left Begnion and formed the nation of Crimea to the northwest. He appealed to both beorc and laguz to heal the rift. Crimea established relations with Gallia that remain strong to this day. Caradoc was instrumental in forcing Begnion to recognize the sovereignty of the laguz kingdoms.



General Geoffrey, leader of the Crimean Calvary Brigade



Lady Lucia, servant of the Crown

Daein

During the laguz emancipation, Senator Hengist of Begnion left to form the kingdom of Daein to the north. Hengist opposed the civil rights of laguz, and proposed the formation of an army to invade Gallia. Begnion and Crimea refused. Daein therefore invaded Crimea, and began a five-year war. When the conflict could not be resolved, an uneasy peace treaty was adopted.

The Continental War

Claiming to act under command of the goddess Ashera, Begnion invaded the new kingdoms of Daein and Kilvas. Both countries were forced to surrender. Crimea allied itself with Daein against Begnion, and the laguz of Gallia joined the fray. Begnion's occupation forces were weakened and forced to withdraw. Begnion finally acknowledged the sovereignty of all splinter nations.

The Serenes Massacre

After Apostle Misaha of Begnion was assassinated, the Senate blamed the heron laguz. Begnion attacked the Serenes region and nearly exterminated the heron race.



Leanne, Princess of Serenes



Nealuchi, Kilvas Ambassador and Royal Escort of Princess Leanne



Rafiel, Prince of Serenes

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The Mad King's War

After the sudden departure of General Gawain, one of Daein's Four Riders, the kingdom fell under plague. Hundreds of citizens died, including the king and the royal family. Ashnard, the last of the Daein royal family, became the 13th king.



General Tauroneo, Daein Army

Twenty years later, Ashnard invaded Crimea and lay siege to the capital. The royal family was rumored slain. However, Greil's Mercenaries found the Princess Elincia fleeing through the woods. This group of sell-swords, led by Greil's son Ike, safely delivered Elincia to the protective care of the kingdom of Gallia.



Dragonmaster Jill, Daein Army

Daein's Four Riders, led by the vicious General Petrine, confronted Greil. Greil was revealed to be General Gawain in disguise, hiding in Crimea. Late one night, Greil was confronted and killed by his former pupil, the mysterious Black Knight of Daein. Ike swore an oath of vengeance.

Leading the Greil Mercenaries against Daein, Ike recruited members of all races and smoothed tensions between the groups to form a cohesive liberation army. Battle by battle, they fought their way to the Crimean capital. There, they confronted Ashnard and learned of his madness, as well as his enslavement of the dragons from the royal family of Goldoa.

With Ashnard defeated and Crimea liberated, Princess Elincia was crowned Queen. Ike was named General of Crimea's Armies. But as tensions grew among the noblemen of Crimea who contested Elincia's rule and Ike's involvement in the government, Ike renounced his position and returned with the Greil Mercenaries to the woods where he grew up, there to train and continue his life as a mercenary. Daein, meanwhile, was invaded by Begnion, and remains occupied to this day.

The Dawn Brigade

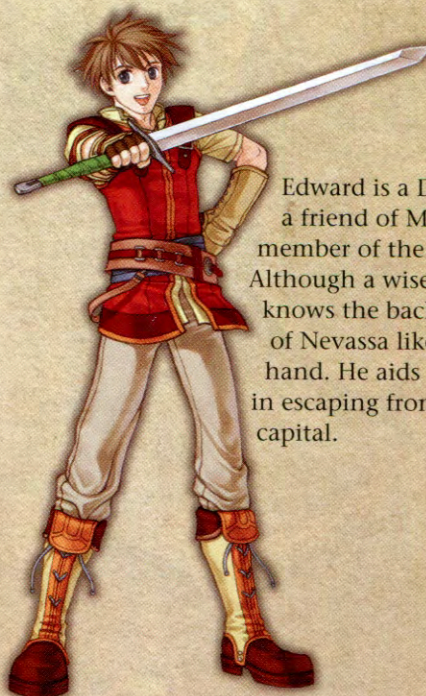
Led by Micaiah, the mysterious "silver-haired maiden," the Dawn Brigade seeks to free the Daein people from the misery of Begnion occupation, three years after the Mad King's War.

Micaiah



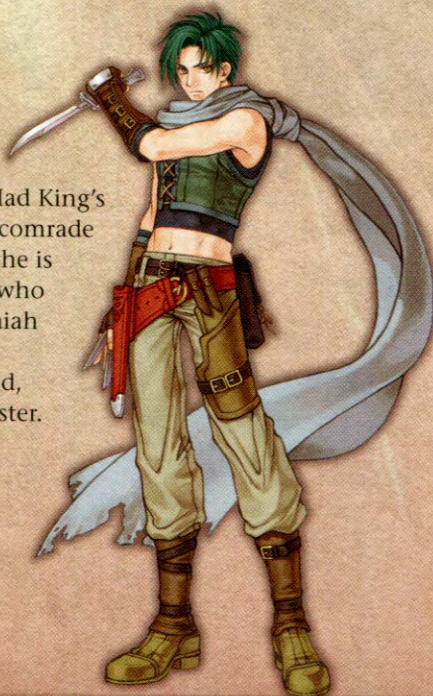
With mysterious powers of foresight and the healing ability Sacrifice, Micaiah is both the commander and the rallying force behind the Dawn Brigade resistance group. With the help of her pet bird, Yune, Micaiah leads the Dawn Brigade against General Jarod and the occupation forces.

Edward



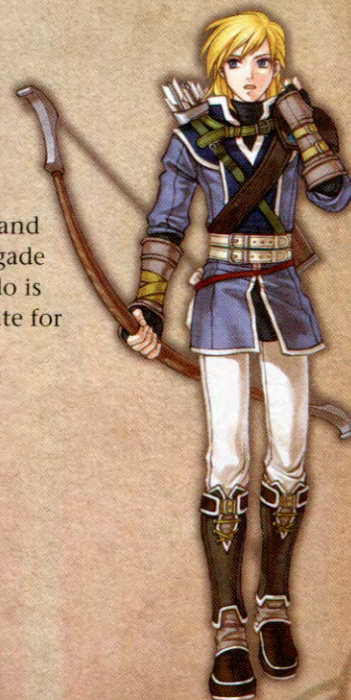
Edward is a Daein citizen, a friend of Micaiah's and a member of the Dawn Brigade. Although a wisecracker at times, he knows the back alleys and streets of Nevassa like the back of his hand. He aids the Dawn Brigade in escaping from the occupied capital.

Sothe



A veteran of the Mad King's War and a former comrade of General Ike, Sothe is a powerful Rogue who grew up with Micaiah in Daein. The two share a strong bond, like brother and sister.

Leonardo



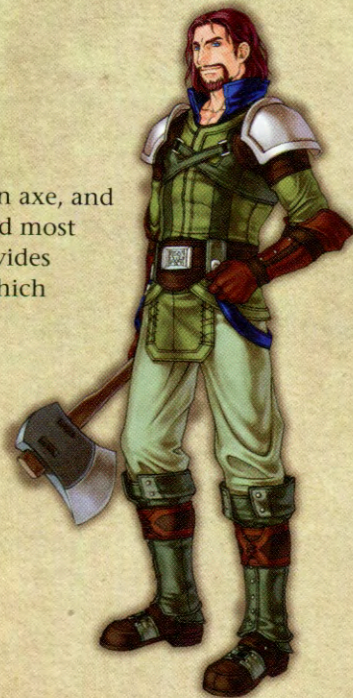
An accomplished Archer and member of the Dawn Brigade resistance group, Leonardo is reliable, but sometimes late for important meetings.

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Nolan

Nolan is an expert with an axe, and the Dawn Brigade's second most seasoned veteran. He provides a strong barrier behind which Micaiah is protected.



Izuka

Chancellor Izuka is the protector and chief advisor to Prince Pelleas, heir to Mad King Ashnard. His role in the Mad King's War remains unclear, making it uncertain whether he can be trusted.



Laura

Laura is a young Priestess in need of aid. Desperate to save her ailing abbot, she turns to the traveling Dawn Brigade for help. Afterward, she remains with the resistance group, working to help the Dawn Brigade restore freedom to all Daein safely.



Pelleas

Pelleas is Ashnard's illegitimate son, the Prince of Daein and heir to throne. Pelleas is young and uncertain of his ability to rule. He looks to Izuka, who found him in hiding and promoted him as Ashnard's successor, to make all policy decisions.



The Black Knight

The Black Knight was thought defeated by Ike and killed in the collapse of Nados Castle, but rumors abound of his survival. His motives still mysterious, the Black Knight pledges himself to serve Micaiah in her efforts to free Daein. Will Ike and the Black Knight meet again in battle?

Greil's Mercenaries

Ike and his comrades continue to train and fight for the glory of Crimea. When rebellion among Crimean nobles and new threats from Daein menace the fledgling rule of Queen Elincia, Ike and company rush to her aid once more. When the truth behind the Serenes Massacre is discovered, Ike aids the laguz alliance against new threats from Begnion and Daein.

Ike

The son of Greil, who took up the cause of Crimea and overthrew Mad King Ashnard's attempt to take over the country. Now full grown and seasoned, Ike and the Greil Mercenaries aid Gallia in its war against Begnion's treachery.



Mist

Mist is Ike's younger sister, a healer in Greil's Mercenaries. She wears a pendant obtained from her departed mother, which bears a powerful secret.

Titania

A former royal knight of Crimea, Titania joined Greil's Mercenaries before Greil's death, and rode with Ike into war against Ashnard. She is second in command of the Greil Mercenaries.

Tactics Guide

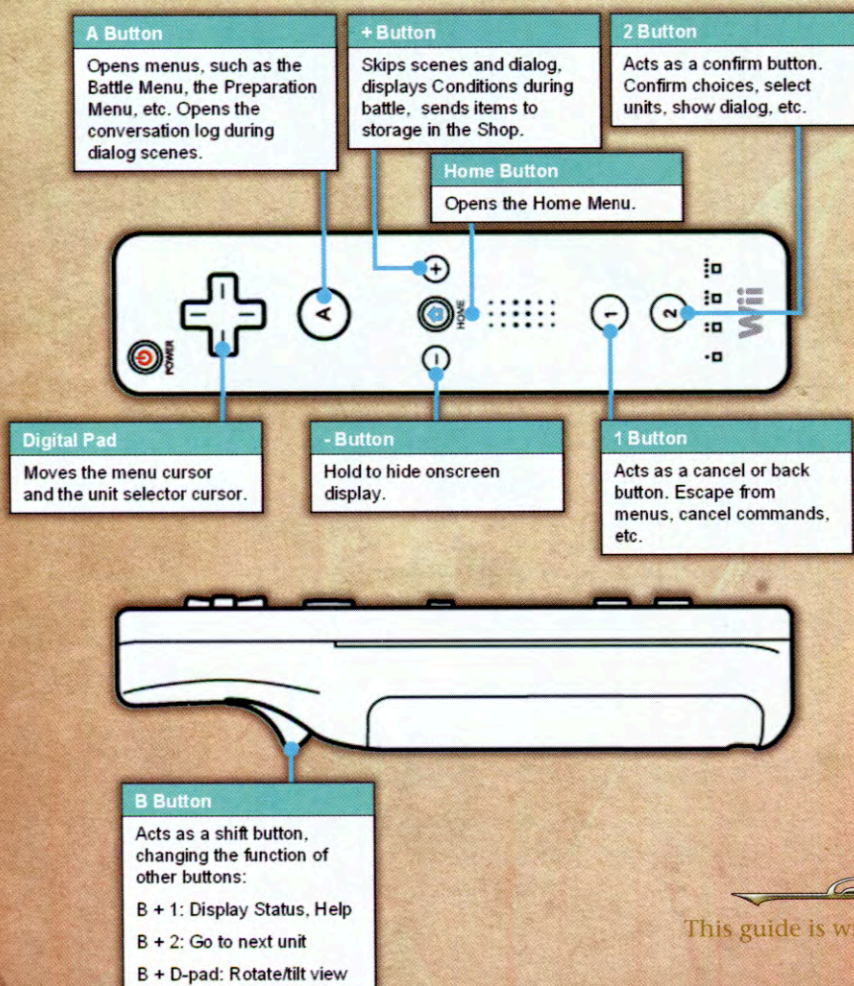
Control

Fire Emblem: Radiant Dawn can be played with one of three controllers:

- The Wii Remote controller, turned sideways
- The Wii Classic controller, connected to the Wii Remote
- A Nintendo GameCube Controller plugged into the first Nintendo GameCube Controller port on the side of the Wii console.

Wii Remote Controller Orientation

Under the default settings, active when the game first starts, the game is controlled by holding the Wii Remote control sideways, with the digital pad near your left thumb and ② near your right thumb. This setting may be changed in the Options menu.

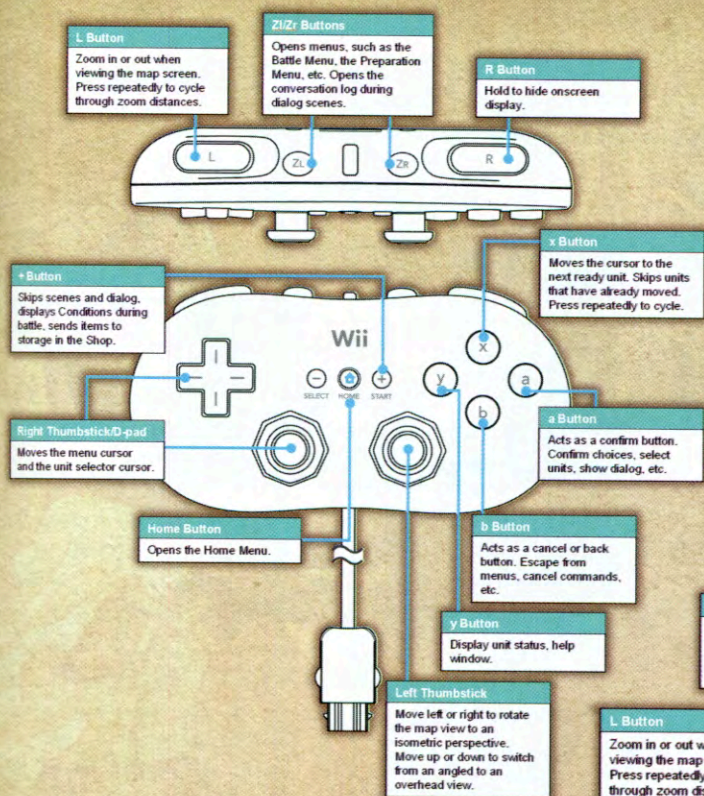


Wii Remote Default Control Scheme

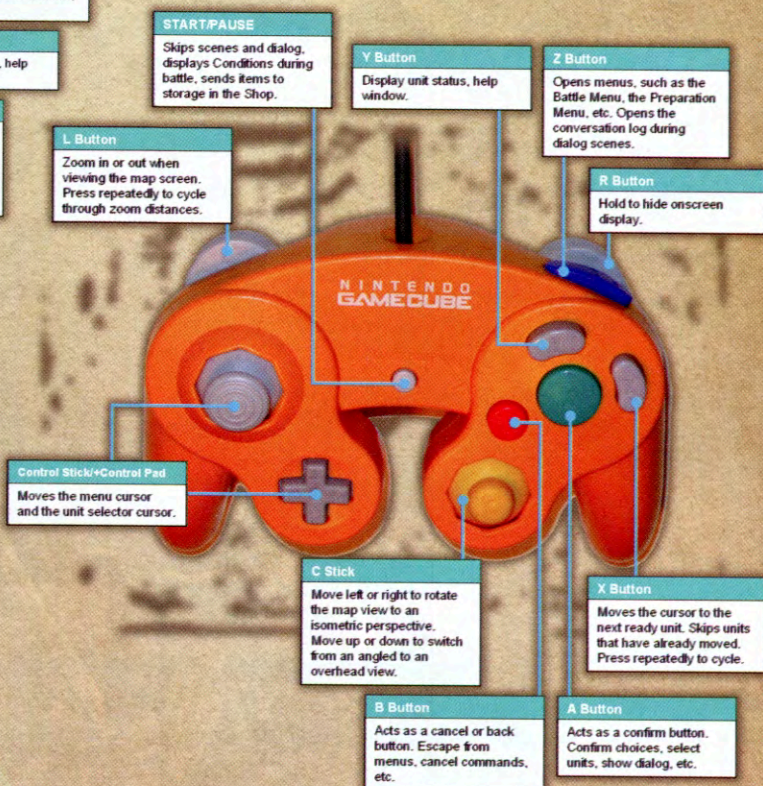
NOTE

This guide is written with reference to the Wii Remote control scheme.

Wii Classic Controller Default Control Scheme



Nintendo GameCube Controller Default Control Scheme



Fire Emblem: Path of Radiance Data Import

Insert a Nintendo GameCube Memory Card into Memory Card slot A on the side of the Wii console that contains *Fire Emblem: Path of Radiance* clear data. When starting a new game, all character supports and bonds from your save game are carried over. Units that died during your game of *Path of Radiance* return, but no support data is carried over for them. Units that changed class and reached level 20 in the previous game receive fixed bonuses of +5 to HP and +2 for all basic statistics. Danved receives a bonus if Devdan reached level 20. Calill receives a bonus if Largo reached level 20 in *Path of Radiance*. Units also receive bonuses to Weapon Level, and all Coins collected in *Path of Radiance* appear in the Convoy during Part III.

FIRE EMBLEM RADIANT DAWN

File Menu

On the title screen, press **+** or **-** to open the File menu. The options presented on the File menu change depending on the status of your save file:



New Game: Begin a new game from the start. This option is available only if there are open save slots. If all save slots are full, you must first delete a save to create an empty slot.

Start Chapter: Select this option to load a save game marked "Clear," "Adv.," or "Base." This option also allows loading a battle save to restart the chapter from the beginning.

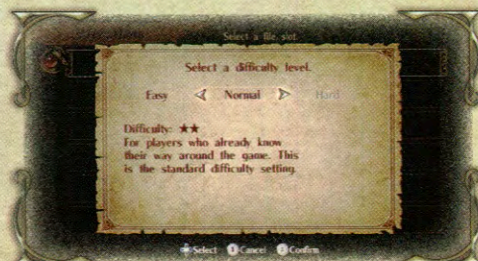
Resume Chapter: Only available when a battle save exists. Choose this option to resume a battle from the point where you left off.

Copy File: Only available when one save file and one empty slot are available. Choose this option to copy a save file to another slot.

Delete File: Only available when a save file exists. Choose this option to delete a save file and create an empty slot.

Extras: View Character Portraits unlocked by progressing in the game. Extras are saved to the data file, so that deleting save files does not erase them. However, deleting the *Fire Emblem: Radiant Dawn* data file from your Wii console will erase all extras.

Difficulty Selection



Choose the desired difficulty level when starting a new game:

Easy: For players who are new to *Fire Emblem* series games. Players encounter fewer enemies of lower experience levels. The game offers tutorials during the first portion of the game to bring new players up to speed.

Normal: For players who are familiar with *Fire Emblem* series games. Greater numbers of enemy units of higher experience levels are present during each battle. Certain battles have additional conditions, such as completing the battle within a certain number of turns, or game over when any unit dies, and so forth. Although tutorials are not offered during the course of the game, they can still be viewed using the Guide command on the Map menu.

Hard: This mode is unlocked upon completion of Normal mode. Enemy numbers are the same as encountered in Normal mode. However, their experience levels are higher. Boss enemies are programmed to fight more conservatively and use recovery items more often, making for greater challenge.

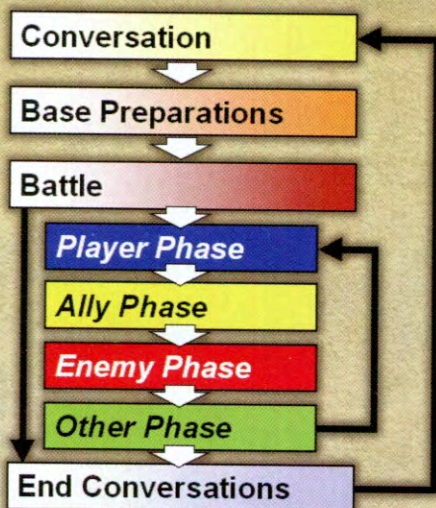
Flow of Game

Conversation: Most chapters begin with dialog scenes that introduce the situation of the upcoming battle, or advance the story line. However, some chapters proceed directly to:

Base Preparations: The player can exchange items between units and the Convoy, purchase equipment from the Shop, set up support relationships between characters, award bonus experience points and assign skills, obtain information and items by having conversations with characters, or view battle records, terminology, and character biographies.

Battle: When units encounter enemy forces, battle begins. Battle takes place in "turns." Each turn consists of a "player phase" and an "enemy phase":

Player Phase: The player can move character units and perform actions, such as attacking the enemy, casting spells, using restorative items, etc. Player phase ends when all units have moved and/or performed actions, or when the player selects "End" from the Map menu.



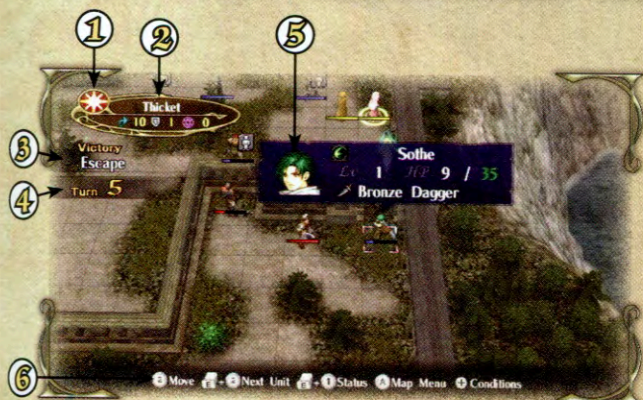
Enemy Phase: Enemy units controlled by the CPU move and attack the player's units. Enemy phase ends when all enemy units within range of player units have moved and/or performed actions.

Other Phase: Units belonging to neither the player's side nor the enemy's side are allowed to move and act. The CPU controls other units according to their programming.

Ally Phase: Allies are allowed to move and act, according to the behavior specified by the ally commander using the Direct command.

End Conversations: If the player is victorious in battle, additional conversation between characters may occur before the start of the next chapter.

HUD Display



1. Affinity: The Affinity of the stage. Affects unit biorhythms and proficiency throughout the battle.

2. Terrain: Descriptor for the currently highlighted terrain tile, including Avoidance, Defense, and Magic penalties. The information displayed changes as you move the cursor from tile to tile.

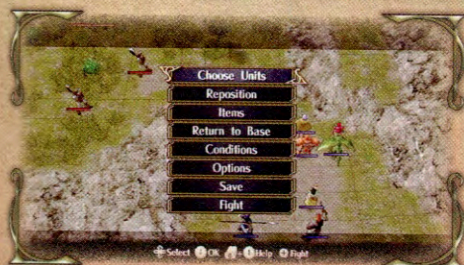
3. Victory Condition: The criteria for clearing the stage.

4. Turn: The current turn number. Clearing a battle in a lower number of turns may result in a higher amount of bonus experience awarded.

5. Unit Window: Displayed when the cursor points at a unit. Displays unit's face graphic, Affinity, Name, Lv, HP, and weapon equipped or laguz transformation gauge, depending on the unit type.

6. Help Display: Shows common controller functions. Context sensitive depending on cursor location. Hide by holding \ominus , or deactivate in the Options menu.

Preparation Menu



At the outset of each battle, the Preparation menu typically appears before Turn 1. The Preparation menu first appears at the start of battle in Part 1: Chapter 4. Use the Preparation menu to make certain changes to your lineup before proceeding with the fight.

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Choose Units

Opens the Unit screen. To change the units involved in the battle, first select an undesirable unit and press

② to remove it from the lineup. Then select another unit whose name is grayed out and press ② to add it to a starting position. Units in red type are unavailable for the battle. Units in green type *must* be used in the current battle.

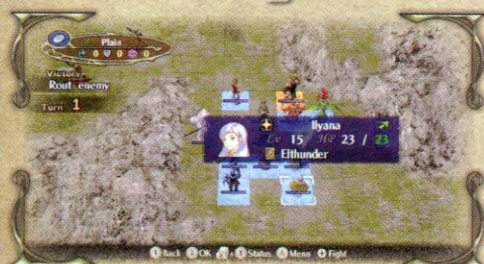
| Name | Class | Lv | Exp | HP | Max |
|----------|--------------|----|-----|----|-----|
| Nolan | Warrior | 2 | 0 | 33 | 33 |
| Laura | Priest | 5 | 0 | 24 | 24 |
| Ilyana | Thunder Mage | 16 | 0 | 24 | 24 |
| Aran | Halberdier | 2 | 0 | 26 | 26 |
| Meg | Armr. Sward | 5 | 0 | 23 | 23 |
| Jill | Dracoknight | 15 | 3 | 23 | 28 |
| Zihark | Swordmaster | 4 | 0 | 31 | 31 |
| Fiona | Lance Kn | 9 | 0 | 25 | 25 |
| Tauroneo | Lance Gen | 14 | 44 | 35 | 38 |

View the victory and defeat conditions for the battle, including allied numbers and positions, enemy numbers and positions, allied and enemy commanders and others.

Conditions

| Part | Chp | Victory | Rout enemy |
|---|----------------|--------------------|------------|
| Part I | Ch.6 | Raise the Standard | |
| Player | Liberators | 13 | |
| Enemy | Occupying Army | 14 | |
| Defeat Micaiah or Sothe dies Volug dies Tauroneo dies | | | |
| Commander Micaiah Light Mage Lv 7 HP 24 / 24 Thani | | | |
| Turn: 1 Gold: 11874 | | | |

Reposition



Reposition units in their starting positions. Only units standing on tiles highlighted in blue can

be repositioned. Special units such as Micaiah, Sothe, Ike, etc., cannot be repositioned. First select one unit, then select another unit to exchange places.

Items

Open the Items screen in order to exchange items between units, give items to the Convoy, or use items.

| Select a unit. | Item | Count |
|----------------|-------------|--------|
| Micaiah | Sothe | 8/ 25 |
| Edward | Leonardo | 6/ 8 |
| Laura | Ilyana | 1/ 1 |
| Meg | Tauroneo | 25/ 25 |
| Sothe/Kaife | Kaife | 30/ 30 |
| Vulnerary | Master Seal | 1/ 1 |
| Master Seal | Sothe/Kaife | 25/ 25 |
| Sothe/Kaife | Kaife | 30/ 30 |

Return to Base

Returns to the previous base. Leave base again to resume the battle.

Options

| Options | |
|-----------------------------------|---------------------------|
| Turn attack animations on or off. | |
| Attack Animations | All On [Map Only] By Unit |
| Combat Camera | [Normal] Fixed |
| Game Speed | [Normal] Manual Fast |
| Message Speed | Slow [Normal] Fast Max |
| Grid Thickness | |
| Terrain / Goal | [On] Off |
| Unit Window | [1] 2 3 4 5 6 Off |
| Combat Window | [Simple] Detailed Off |
| Help Window | [Captions] Off |

Open the Options menu to change various game mechanics.

TIP

Disabling certain features may reduce your playing time. Changing Battle Animations to "Map Only" and changing Game Speed and Message Speed to Max also helps. Certain HUD features can also be removed from the screen if desired. Hold ③ to display disabled information.

Save

Create an "Adv" save file in your data. Use the "Start Chapter" command on the File menu to resume from an "Adv" file.

| File Menu | |
|-----------|---------------------------------|
| Part I | Endgame Dain, Arisel Clear 0 |
| Part I | Ch.9 One Survives Clear 0 |
| Part II | Ch.3 Geoffrey's Charge Clear 0 |
| Part I | Ch.5 The Lost Heir Clear 0 |
| Part I | Ch.6 Raise the Standard Clear 0 |
| Part I | Ch.6 Raise the Standard Clear 0 |

Fight

Begin the battle after confirmation.

Map Menu

During battle, move the cursor to any square and press **Ⓐ** to open the Map menu. The options on this menu allow you to change the way the battle progresses:

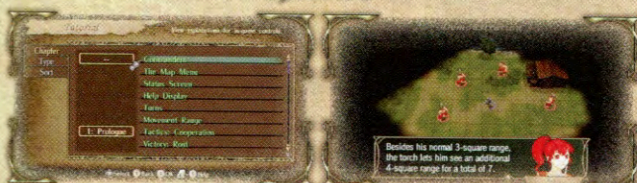


Unit

Opens the Unit menu. Move the cursor to highlight a unit. Press **Ⓐ** to select a unit. The Map menu closes with the cursor at the selected unit.

| Name | Class | LV | Exp | HP | Max |
|---------|---------------|----|-----|----|-----|
| Rafiel | Heron | 16 | 0 | 33 | /33 |
| Titania | Gold Knight | 2 | 0 | 44 | /44 |
| Soren | Wind Sage | 7 | 0 | 28 | /28 |
| Shinon | Marksmen | 1 | 34 | 49 | /49 |
| Gatlie | Marshall | 1 | 20 | 49 | /49 |
| Oscar | Silver Knight | 4 | 0 | 49 | /49 |
| Boyd | Reaver | 1 | 0 | 57 | /57 |
| Rolf | Siliper | 5 | 0 | 35 | /35 |
| Rhys | Bishop | 14 | 0 | 33 | /33 |

Guide



Opens the Guide menu. Use the cursor to highlight a desired tutorial, and press **Ⓐ** to view it. During a tutorial, press **Ⓐ** to pause the tutorial, bringing up a menu that allows you to quit out to the list of tutorials or replay the tutorial from the beginning.

Options

Opens the Options menu. Allows you to change controller and gameplay mechanics configuration.

Battle Save

Record your progress in a battle. We strongly recommend saving your game at the start of each player phase, or after defeating an enemy with a lucky critical hit. Creating a battle save at any other time is risky, because units might be positioned in such a way that they are immediately killed at the start of the next enemy phase. This option is not available in Hard mode.

End

End the player phase. Use this feature after you have accomplished the desired goals for the current turn, and you do not wish to move any more units.



Unit Status

During a battle, highlight any unit (including enemy units) and press **Ⓐ+Ⓐ** to bring up the Status menu. The Status menu for each unit contains several pages of combat-applicable information. Press **Ⓐ+Ⓐ** while viewing the Status menu to bring up the Help window. Move the cursor while the Help window is open to view additional information about a unit's class, items, skills, etc.

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Name: The name of the unit.

Class: Brief description of unit's class. Press **[B] + [O]** and point to this line on the status screen to view a description.

Lv: The unit's current level. Raises when the unit accumulates 100 EXP. Each level up causes random statistics to increase.

Exp: The unit's current number of experience points. Units level up every 100 experience points gained. Experience accumulates by attacking, dodging attacks, or being attacked. The amount accumulated depends on the success of the attack and the type of unit attacked.

HP: The unit's current and maximum hit points. If a unit loses all of its hit points, it is out of the game. During the early battles, losing a unit means game over. In later battles, game over occurs only if the commander or other key units are lost. Restore HP by consuming a Vulnerary, an Herb, or by commanding a Priest to use a healing staff on the unit.

Atk: The damage inflicted with the equipped weapon. Affected by the enemy unit's defenses. Each unit has a base Atk statistic plus the bonus received from a weapon.

Hit: The chance that an attack will hit. Affected by terrain and the enemy unit's defenses.

Crit: The chance that the current weapon will strike a critical hit and inflict triple damage.

Rng: Range of the current weapon. Weapons with a range of 1 can reach units in the next space. A range of 2 can reach units 2 spaces away or in diagonal spaces, but not units in the next space. A 1-2 range can hit units near and far.

Effect: The equipped weapon can inflict special damage against any unit type shown in the window.

AS: The attack speed. When AS is at least four points higher than the opponent's, the unit attacks more than once.

Avo: The ability to avoid enemy attacks. The higher it is, the harder it is for enemies to hit.

Ddg: The ability to avoid enemy critical hits. Higher scores make an enemy less likely to score a critical hit.

Str: The unit's physical strength. Determines the amount of HP damage this unit can inflict with weapons.

Mag: The unit's magical power. Affects the damage inflicted to enemies using magic, and determines the unit's effectiveness with staves.

Skill: The unit's fighting skill. Higher scores make hitting enemies easier.

Sp: The unit's speed. Affects the unit's dodge abilities, and how many times the unit can strike in a single attack.

Lck: The unit's luck. Affects a variety of things, including enemy drops, obtaining hidden treasures by standing on certain tiles, etc.

Def: The unit's ability to defend against attacks. Reduces damage taken from weapons.

Res: The unit's magical resistance. Reduces damage sustained from magic-based attacks.

Items: The items carried by a unit. Each unit can carry up to seven items. Items marked with a small "E" are currently equipped, meaning that the unit defends itself with this weapon during the enemy phase. Items in red type in an enemy unit's inventory are obtained when the unit is defeated.



Cn: The unit's body size.

Wt: The unit's overall weight. Affected by equipment, may reduce movement.

Move: The unit's movement range. Varies depending on the terrain being crossed.

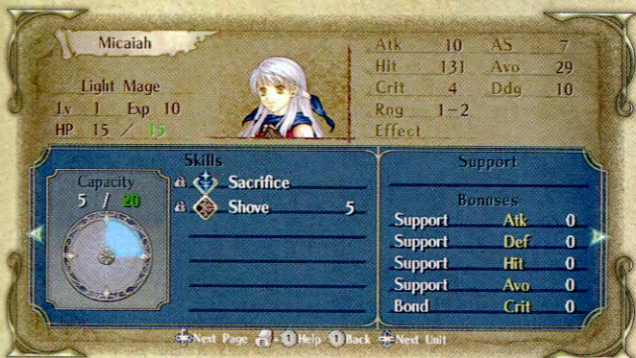
Aff: The unit's elemental Affinity. Affects support bonuses and grants advantages on maps with the same element.

Race: The unit's race and type (if any). Type may grant bonus damage to certain weapons.

Trv: The name of the unit traveling with this unit, obtained via the Rescue command. Carrying another unit affects speed, movement, and attack.

Cd: The unit's current condition. Changes if the unit is poisoned or affected by some other battle status.

Weapon Level: The level of weapon prowess for the weapon types useable by the unit. E is a low level, whereas A, S, or SS are high ranks. Weapon level can increase up to level SS through proficiency or the use of Arms Scrolls.

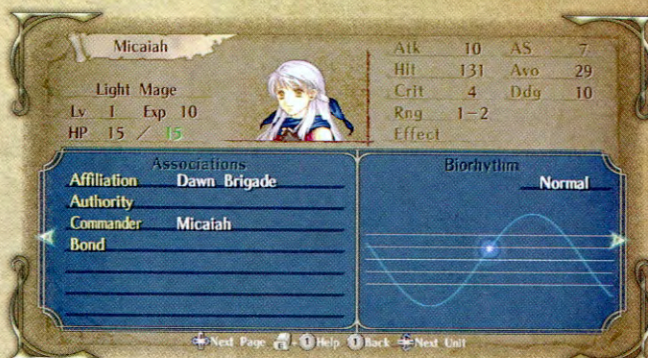


Skills: Skills assigned to the unit. Skills with a small padlock symbol cannot be removed. The unit must have sufficient capacity remaining in order to assign new skills. Use the Help window to view descriptions and uses of skills.

Capacity: The current capacity of skills assigned/the overall capacity to assign skills. When the first number is lower than the overall, more skills can be assigned to the unit. Each unit can equip up to six skills regardless of capacity. For example, a unit with 5/30 can equip more skills, not to exceed the 25 capacity points remaining.

Support: The character this unit currently shares a support relationship with.

Bonuses: Bonuses this unit receives via the current support relationship. The units must be within three spaces of one another to activate the support or bond.



Affiliation: The group(s) to which the unit has affiliation or ties.

Authority: The unit's command level. The unit can have as many bonds as the number of stars shown.

Commander: The name of the unit commanding this group in battle.

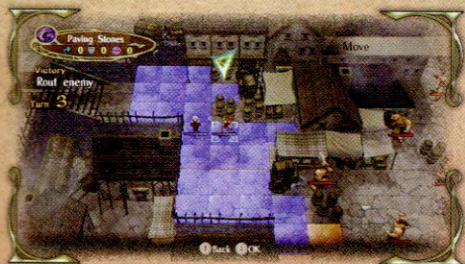
Bond: The names of units with whom this character shares a permanent support relationship. These units receive a bonus when they are within three spaces. A unit can have up to four bonds.

Biorhythm: The state of this unit's biorhythm. This changes in relation to time of day and other factors. A unit's biorhythm fluctuates depending on terrain and support or bond. Biorhythm affects how well the unit hits and dodges attack. Restarting a battle can sometimes affect biorhythm.

Unit Movement

Movement of player units is a key element of strategy in *Fire Emblem* series games. Moving a unit can place it in a power position on the battlefield, or expose the unit to imminent danger. Consider all moves carefully before committing.

Player Unit Movement



Each player unit can move and perform an action, in that order, once during each turn. Highlight a player unit with the cursor and press **@** to open the movement display. The unit's movement range is displayed with blue squares, and its attack range is displayed at the edge of the movement range in red/orange squares. If an enemy unit falls within a player unit's movement or attack range, then that player unit can move and attack that enemy unit in one turn.

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Move the cursor to highlight one of the blue tiles within the player unit's movement range, and

press **2** to move the unit. The unit follows the path highlighted by the white arrow to the target tile. When the player unit arrives at the destination tile, the Action menu opens. To cancel moving, press **1** to return the player unit to the original location.

Enemy Unit Movement

During the player phase, position the cursor over an enemy unit to view its movement and attack range.



Press **2** to lock an enemy unit's movement range onscreen while you highlight other units with the cursor. By comparing the movement and attack range of enemy units to nearby player units, you can determine whether or not moving a unit may put it in harm's way.

Action Menu Commands

After a player unit moves, the Action menu opens. The actions available on the Action menu depend on the circumstances:



Talk



If the player unit is next to another unit, the two might be able to share dialog before the unit acts. Talking may

be a means of recruiting a unit from the enemy team or the other team, making it playable thereafter. After talking, the unit can still attack or use items.

Converse



When a support relationship is created between two units, they can converse on the battlefield when positioned side by side. Conversing improves the relationship, helping to reach the next higher letter grade a bit sooner.

Visit



When the unit stands on the space in front of an open doorway, the unit can visit the abode and speak to the occupants. Residents of the town are typically sympathetic to the heroes' plight, and usually hand over helpful items.

CAUTION

Bandit units can destroy houses that have not yet been visited. Eliminate Bandits before they set to pillaging and burning.

Seize

When the unit stands on a seize target, choose this command to seize and clear the map as a condition of victory.



Escape

When the unit stands on an escape target, choose this command to escape from the map. The battle continues until the commander escapes.



Arrive

When a specified unit stands on the arrival target, choose this command from the Action menu to arrive and clear the map.



Attack



Attack enemy units. Beorc (human) units' attack ranges depend on the type of weapon equipped. Beastly laguz units can only attack enemies in the next space. Dragon laguz can attack enemies up to two spaces away with their breath. Attacking is discussed in detail later in this section.

If the unit is equipped with a staff, it can use the staff to heal or aid units within range. Range varies depending on the type of staff.

Staff



Shove

When the unit in the next space is in harm's way or is having trouble moving through rough terrain, use the "Shove" command to push it an extra space. Sometimes laguz units can shove enemies. The target's weight may not exceed the shoving unit's by more than two points.

Smite

Certain laguz units with the Smite skill can shove a unit two or more spaces, depending on the difference in the two units' Cn. The unit doing the smiting must have a Cn that is two points greater than the target's.

Sacrifice

This ability belongs to Micaiah only. The Dawn Brigade commander can sacrifice HP to heal another unit or remove status conditions, such as poisoning. Micaiah can sacrifice for another unit as long as she has more than 1 HP remaining. Micaiah acquires 10 EXP each time she performs Sacrifice.



Galdr

Heron tribe laguz can use the Galdrar ability to benefit other units in battle. Herons can learn various songs depending on experience level. Range and effect depends on the song sung. Herons accumulate 10 EXP each time they sing a Galdrar.



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Steal



Thief and Rogue units can steal an unequipped item from an enemy in the next space. The item must be

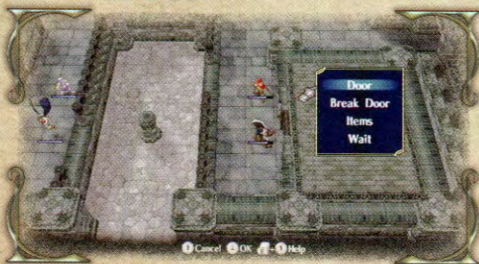
lighter than the Thief's strength, and the enemy must have a slower speed rating.

Chest



Open a treasure chest in the next space. Thief and Rogue units can open chests without keys. All other units must possess a Chest Key item to open a chest.

Door



Open a door in the next space. Locked doors require that the unit possess a Door Key item. Thief and Rogue units can open doors without keys.

Break Door



Use an equipped weapon or laguz strike to break open a locked door. Reduces the uses of a weapon the

same as a regular attack. The attack must reduce the structural points of the door to zero to break it open.

Shift

Laguz units can transform when their transformation gauge is full. Laguz can shift and attack on the same turn. More on laguz transformation is detailed in the "Races" topic, later in this section.

Order



Commanders can issue orders to other units. When a command other than Halt is issued, any subor-

ordinate units not issued commands by the player become controlled by the game. Units behave according to the order issued:

Rally: All units not issued commands immediately move toward the commander at the end of the player phase.

Halt: Units do not perform any action. The player controls all unit activity.

Target: All units move to a specific target. Select a tile on the map where units not given commands should converge.

Avoid: Units move away from enemies, regardless of direction.

Direct

Commanders can direct yellow team ally units on the battlefield, according to the order issued:

Roam: Ally units automatically move toward enemy units in range and attack. If the objective is to seize, arrive, escape, or defeat a boss, units move in the general direction of the target.

Halt: Ally units do not perform any action. The player controls all unit activity.

Target: Ally units move to a specific target. Select a tile on the map where ally units should converge.

Avoid: Allies move away from enemies, regardless of direction.

Rescue

Allows the unit to pick up a unit in the next space. This action is extremely useful. For instance, a unit that has already moved may be in danger of imminent attack. Or, a fast moving unit can help a slower unit travel farther faster or cross difficult terrain quickly. The weight of the rescued unit cannot exceed the strength of the rescuing unit. Mounted or flying units can pick up most other unit types, and then may be able to fly several spaces away. After rescuing another unit, the rescuer suffers penalties in movement, attack, avoidance, and defense.

Drop

After rescuing a unit, select this command to set the unit down in the next open space on firm terrain.

Give

After rescuing a unit, the rescuer can move to the space next to another strong unit and hand over the traveler.

Take

A strong enough unit can move to the space next to a unit that has performed a rescue, and take the traveler.

Items



Use or equip items in the unit's inventory, such as Vulneraries, Herbs, Anti-toxins, Olivi Grass, etc.

Trade



Exchange items with the unit in the next space. After trading, the unit can use items or perform other minor actions, but cannot attack.

Wait

If no other action is desired, choose the "Wait" command to end the unit's movement and action for the turn.

Attacking



When a player unit is in range of an enemy, it may be able to attack. Beorc (human) units attack with equipped weapons that can be used only a certain number of times before they wear out and break. Laguz (beast) units attack with natural weapons such as claws, fangs, bird

beaks, or dragon breath. Such weapons never wear out. Before performing an attack, understand the implications and consequences.

Direct Attack



Direct attack involves the use of melee weapons to strike an opponent. Melee weapons include axes, lances, swords, and laguz claws or fangs. Such weapons allow the unit to attack enemies in the next space.

In a direct attack, the victim has a chance to counterattack. Be sure that the attacking unit has enough HP remaining to withstand the enemy's counter.



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Indirect Attack

Arrows, spells, throwing weapons, and dragon breath enable the user to attack indirectly, from two or more spaces away, or from adjacent spaces. The target cannot counterattack unless it too is equipped with a weapon of similar range.



CAUTION

Certain units possess skills that can paralyze or damage enemies that attack indirectly. Before launching an indirect attack against an opponent, view its status to be certain that it does not have such a skill. This is not much of a problem until the later battles of the game.

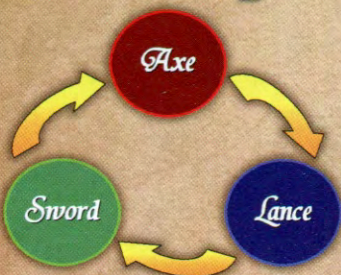
Weapon Choice



After you choose which unit within range to attack, the Weapon Choice screen appears. Even if the unit

has only one relevant weapon on hand, the appropriate armament must be selected to commence the attack. Crucial hit and damage information is also displayed on this page, along with the "weapon triangle" or "magic triangle," depending on the type of weapon chosen. Refer to this information before making your choice.

Weapon Triangle



The weapon triangle makes one weapon type stronger than another is. The triangle is displayed on the Weapon Choice screen when attacking an enemy unit. The triangle is easy to remember because it also works somewhat alphabetically:

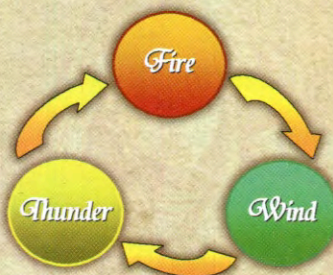
axes are stronger than lances, lances are stronger than swords, and swords are stronger than axes. When a unit armed with a sword attacks a unit armed

with an axe, the sword-wielding unit stands to inflict greater damage to the enemy and receive less damage from counterattacks. Always keep the weapon triangle in mind when moving player units and selecting which enemy to attack. Enemy units are programmed to attack player units armed with weapons that are weaker on the weapon triangle.

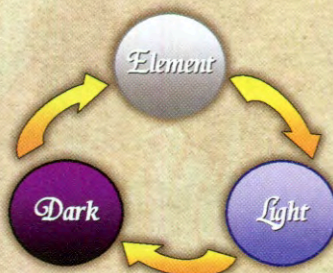
Trinity of Magic

The trinity of magic works much the same way as the weapon triangle. However, there are two trinities of magic, one within another.

In the elemental trinity of magic, fire is strong against wind, wind is strong against thunder, and thunder is strong against fire. Thus, a mage equipping a Thunder tome is more likely to hit and damage a mage holding a Fire tome, and the mage with the Fire tome is less likely to hit and damage the mage with the Thunder tome on counterattack.



In the light and dark trinity of magic, light magic is strong against dark magic, dark magic is strong against elemental magic, and elemental magic is strong against light magic. Thus, when Micaiah casts a Light spell against a mage wielding an Elthunder tome, her Light spell is weaker against the Elthunder spell. Micaiah's spell is more likely to miss, and she inflicts less damage against the mage, who is more likely to hit and inflict greater damage with his spell.



Combat Details



After choosing an enemy unit to attack and selecting an appropriate weapon, press 2 to continue. The

Combat Details display appears. The blue portion of the Combat Details menu lists attack power, chance to hit, and other statistics regarding the equipped weapon of

the player unit. The red portion of the menu displays similar statistics for the enemy unit if there is a possibility for the target to counterattack. If the enemy unit cannot counter because it is equipped with a bow or no weapon at all, then these statistics are blank. When this screen is displayed, press **2** to commence the attack. There's no turning back, now!

Multiple Attacks

If the striking unit's attack speed is at least four points higher than the target's, then a "x2" or "x4" may

appear next to the Combat Details display. When this is the case, the unit gets to attack multiple times. The same is true for enemy units when a multiplier is displayed next to their portion of the Combat Details display.



Critical Hit



Each unit has a chance to inflict a critical hit against an enemy during an attack. When a unit successfully performs a critical hit, its equipped weapon flashes before the attack and the blow lands with a louder sound effect. If the weapon is a magical tome, then the unit casts a more

elaborate spell. A critical hit inflicts triple the amount of normal damage. Some weapons have a better chance of striking a critical hit than others. Use the Help window to read weapon descriptions on the Status menu for clues regarding critical hit potential.

Races

As mentioned a few times previously in this section, characters in the world of Tellius are of two different races: the human-like beorc, and the beastly laguz.

Beorc

Beorc units must equip items to attack or heal other units. They suffer standard damage from weapons and magical attacks.



Laguz

Laguz can shape-shift from humanoids into various animalistic creatures, depending on their tribe of origin. The different tribes include cat and tiger, angelic herons, desert wolves, dark-winged ravens, powerful hawks, and scaly dragons. Each tribe has special abilities in combat:



- Cats, lions, tigers, and wolves attack with claws and teeth.
- Herons sing the Galdrar, which are various songs that benefit other units in some way. They can transform into white birds to travel farther per turn and avoid attacks more easily. Herons also possess the Blessing skill, which restores HP to damaged units standing next to the Heron at the beginning of the player phase.
- Raven and hawk tribe laguz transform into large birds and attack by swooping at enemies and piercing with their beaks. Ravens can fly long distances over any terrain, including rivers and mountains.
- Dragon tribe laguz transform into huge monsters and attack with their breath, up to two spaces away.

When transformed, all of a laguz unit's statistics are improved, making the unit harder to hit and harder to damage.

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Transformation Gauge



Laguz cannot attack in humanoid form. They can only attack when transformed. Each laguz unit has a

transformation gauge. The gauge fills slightly each turn. The gauge fills more quickly when an enemy attacks or attempts an attack. When the transformation gauge is full, the laguz may shift on its next turn and attack.

Each time the transformed laguz performs an action, the transformation gauge drops by a small or large amount. The gauge also empties when an enemy attacks



or attempts to attack the transformed laguz. When the transformation gauge drops to zero, the laguz reverts back to humanoid form.

NOTE

Consume Olivi Grass to fill the transformation gauge halfway. However, moving or being attacked by an enemy on the same turn does not fill the gauge further. Use Olivi Grass while transformed to refill the transformation gauge.

Laguz Stones allow a laguz to shape-shift instantly. However, the laguz cannot perform any further action that turn.

Laguz Gems transform the laguz for the entire battle. These items are rare and highly valuable for their usage in the final stages of the game.

Unit Improvement



For every 100 experience points gained, a unit levels up. Each time a unit achieves a new level, random

statistics go up by one point. As statistics improve, so does the unit's combat prowess.

If the target unit is a boss, the experience gained is typically much higher. Striking the killing blow against a boss unit rewards the victor with massive amounts of experience.

TIP

Use higher level units to weaken a boss enemy, then allow lower level units to have the kill. This strategy allows lower level units to catch up to the pros.

Experience Accumulation



Units accumulate an experience point by attacking, by being attacked, or by dodging an attack. Special units can also gain EXP by using staves or special skills such as Sacrifice or Galdrar. If the unit's attack against an enemy is successful, more experience is gained.

Accumulation Slope

As a unit reaches higher levels, the number of experience points accumulated per action decreases. The same is true when distributing bonus experience to units at base; more bonus experience is required to level up a higher level unit than one at lower levels. The higher the unit's level, the fewer experience points are gained per action. And thus, a downward experience point accumulation graph forms.

Class Change



When most beorc units reach level 21, they achieve a class change. During class change, units receive massive statistical bonuses. Their class name changes, and so do their job functions. Units of the second or third class tier can sometimes equip more than one type of weapon, and can

move more spaces per turn. Higher class units have greater skill capacity, allowing them to assign more abilities. Although the unit drops to level 1 during a class change, a level 1 unit of the second or third class tier is more powerful than a lower tier unit.

NOTE

Commanders such as Micaiah and Ike class change through story events, and not through achieving level 21 or use of items.

Class Change Items

Certain hard-to-find items, such as Master Seals, allow units to class change at level 10 or higher. Although the unit achieves good statistical boosts during the change, their stats are not as high as a unit that achieved class change by leveling up. Still, the movement and statistical bonuses make changing class via item use worthwhile, especially in the challenging first part of the game.



Stat Boost Items

Special items allow a unit to increase a certain statistic by two or more. These items can be used on the battlefield or at base between stages.



TIP

Stat boost items typically sell for great value, which leads to the dilemma: should you boost one character's stat, or increase your gold reserves for use at the Shop? Both uses of stat boost items have debatable pros and cons.

Weapon Level

Weapon Level determines the strength of weapons a unit can equip. If a unit is carrying a weapon usable by its class but the weapon cannot be equipped, it is because the unit's Weapon Level is not high enough. Each time a unit uses a weapon in battle, it gains points toward the next Weapon Level. The unit's progress toward the next weapon level is viewable as a green bar behind the statistic on the Status screen. By using a certain type of weapon enough times, the unit's Weapon Level increases. Weapon Level E is the lowest, and Weapon Level SS is the highest. Arms Scroll items can be used to increase a unit's Weapon Level.



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Base



Starting with Part I: Chapter 4, the player may use the Base menu to make preparations before the next battle. The Base menu allows you to improve units; buy, sell, and forge new weaponry; assign or remove skills; create support relationships between units; view conversations between characters; review key terminology and character biographies; and save your progress. Use the Base menu to make your units as strong as possible before heading out to the next battle.

Items

In the Items menu, move the cursor to view each unit and the items it currently carries. While viewing a unit, press ② to open the Item Exchange window:



Trade: Exchange items between two units.

Convoy: Give items to the merchants who travel with the heroes, when available.

Equip: Change the weapon equipped by the unit.

Use: Use consumable items. Only status boost and class change items may be used at base.

List: Compare the selected unit's list of items to the items held by another unit.

Give All: Give every item held by the unit to another unit.

Unequip: Unequip the unit's current weapon, leaving the unit unarmed.

Drop: Throw away an item. The item cannot be retrieved. This action may be the only recourse to lighten a unit's load if the Convoy is not available to the heroes.

Shop

Use the Shop menu to purchase, sell, or create new items in exchange for gold:

Armory:

Purchase new weapons using gold. New weapon types become available as you progress in the game. Weapons are categorized by type. Press \leftarrow or \rightarrow to scroll left or right through the types of weapons. Always check the bargain screen in the Shop before purchasing weapons from the Armory.



Shop:

Purchase miscellaneous things such as recovery items, healing staves, and bargains. The bargains screen sometimes contains rare weapons that cannot be purchased from the Armory. Always check the bargains screen in the Shop before visiting the Armory.



Sell:

Sell items held by units or stored by the Convoy in exchange for gold. Selling enough items of a certain type to the merchant makes new weapon types available in the Forge. All weapon types eventually become available in the Forge by progressing in the game, but selling weapons makes them available sooner.



Forge: Create custom weapons from existing prototypes by spending additional money to increase or decrease the weapon's might (Mt), hit chance (Hit), critical hit chance (Crit), and weight (Wt). After you select the upgrades desired and a custom color, the blacksmith reports how much the item will cost. Agree to the price, and then give the weapon a unique name. The types of weapons available—Iron, Steel, and Silver—become available as you progress in the game, or by selling high-level



weapons. If you have a rare Coin on hand, the blacksmith asks if you want to use it to obtain a free additional upgrade. When you use a Coin, the blacksmith deals five cards. Choose one of the cards to determine which statistic gets a free upgrade. Drawing the vine card provides no upgrade and causes you to lose your Coin. The results of the draw are predetermined, so the card chosen matters not. Resetting your game and trying again does not change the outcome.

Points Accumulated for Weapons Sold (Unlocks Iron, Steel, Silver) Prematurely

| Weapon Level | Hidden Points Accumulated |
|--------------|---------------------------|
| E | 1 |
| D | 5 |
| C | 10 |
| B | 25 |
| A | 50 |
| S | 100 |
| SS | 200 |

Coin Card Appearance Chances and Weapon Bonuses

| Card | Mt | Hit | Crit | Coin | Chance |
|----------------|----|-----|------|------|--------|
| Sword | 1 | — | — | — | 15% |
| Axe | 2 | — | — | — | 10% |
| Dual Sword | 3 | — | — | — | 2% |
| Arrow | — | 10 | — | — | 25% |
| Triple Arrow | — | 20 | — | — | 4% |
| Feather | — | — | 5 | — | 10% |
| Seraph Feather | — | — | 10 | — | 2% |
| Soldier | 1 | 10 | — | — | 3% |
| Knight | 1 | — | 5 | — | 3% |
| Goddess | 1 | 10 | 5 | — | 1% |
| Raven | — | — | — | 4 | 5% |
| Vine | — | — | — | — | 20% |

Manage

On the Manage screens, the player can divvy up bonus experience or change a unit's skills.

Award

Exp: Bonus experience accumulates by winning battles. Additional bonus

experience can be acquired by fulfilling certain criteria during a battle. To increase a unit's experience points by 1, press \oplus . Press \oplus to increase the unit's experience points to 100, or as high as possible using the amount of bonus experience remaining. The higher a unit's



level, the more bonus experience is required to increase its experience by one point. When the unit reaches 100 experience points, press \otimes to confirm and level up.

Skills:

Assign or remove skills. Each skill has a capacity rating. The unit must have enough capacity points available to assign a new skill. For instance, the Adept skill has a capacity of 15 points. A unit with 20/35 capacity can assign the skill, whereas a unit with 5/15 capacity cannot.



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Support



Create support relationships between available units. As units perform actions

within three spaces of other units in battle, the two units accumulate hidden support points. When two units accumulate enough points, the option to create a support relationship becomes available. Choose a unit whose name is highlighted and press \odot . A list of compatible units appears. Choose one of the highlighted names from the list to create a relationship.



When units with a support relationship perform actions within three spaces of one another on

the battlefield, both units flash green and both receive statistical bonuses from their support. Therefore, after creating a support relationship between two units, change your strategy so that those units move and work together. Pairing fighters with healers, swordsmen with spell casters, and beast-type laguz with archers are some examples of support relationships that easily work into common battle strategy.

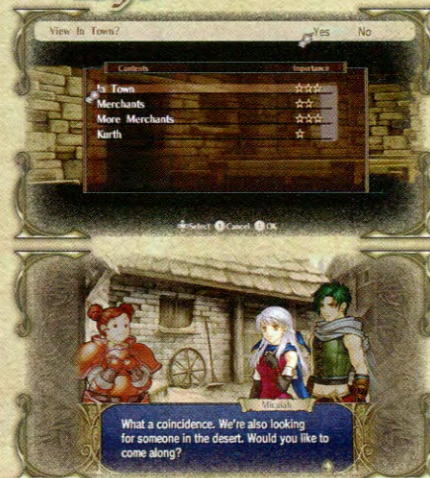
All relationships start at level C. As the two units work side by side on the battlefield, they accumulate points by performing actions within three spaces of one another. When enough hidden points accumulate, the support relationship may increase to level B, and then level A. Statistical bonuses improve each time the support relationship goes up a level.

Bonds are permanent support relationships that cannot be erased. Bonded units within three spaces of one another always receive support bonuses. Bonds are based on familial relationships between characters, as indicated by the story. Most units can only have one support relationship and perhaps one bond. Commanders can have multiple support relationships and bonds, depending on their Authority level.

CAUTION

Erasing a support relationship between two units deletes the relationship level. Therefore, if you try to reestablish a support relationship between two units later in the game, their relationship starts over at level C even if the relationship reached level A previously.

Info



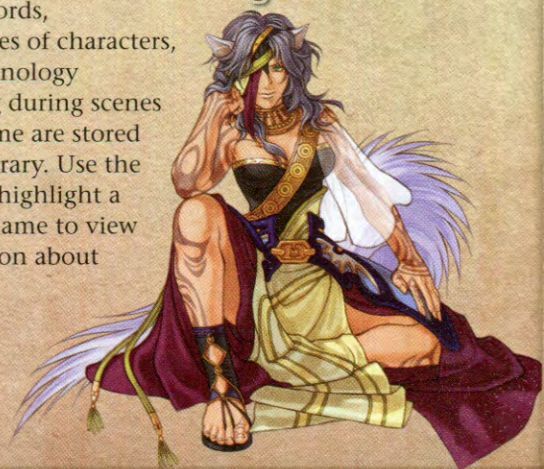
The Info screen allows additional conversations to occur between units while at base. The Info option appears in green type when new conversations are available. The stars beside the scene title indicate the importance of the conversation. Conversations with one or two stars are of little importance, and usually do not yield any kind of bonus. Conversations with three stars are very important and usually yield new items or make new units available.

TIP

Always visit the Info screen before making other changes or purchases when at base.

Library

Battle records, biographies of characters, and terminology appearing during scenes in the game are stored in the Library. Use the cursor to highlight a word or name to view information about the term.

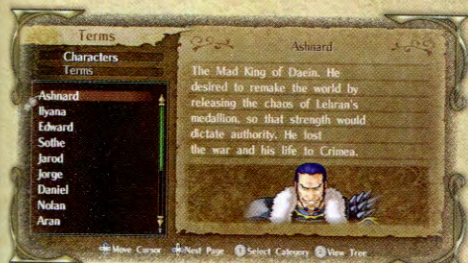


Records

| Part | Ch | MVP | Bonus Exp |
|------|----------|----------|-----------|
| I | Ch.3 | Sothe | 551 |
| I | Ch.2 | Nolan | 150 |
| I | Ch.1 | Leonardo | 100 |
| I | Prologue | Edward | 60 |

Back

The Records screen displays the MVP (Most Valuable Person) and bonus experience acquired in a given chapter.



The Terms screen displays both character biographies and key terminology used in the dialog scenes

occurring between battles. The dialog often refers to events and characters of *Fire Emblem: Path of Radiance*, so refer to this screen to avoid confusion. New character bios and terms are added after a person is mentioned in a scene or added to the party.

The Characters screen allows you to view a character relationship tree.

As new characters are encountered in the story, their faces are added to the tree. Press **[B]+[A]** to zoom in or out to view the entire tree or a section in detail. Press **[B]+[1]** to hide the Help

window at the bottom of the screen. Move the cursor to highlight a character's face, and press **[2]** to view the biography in the Terms screen.

Save

Create a "Base" save in your data file. Choose the "Start Chapter" option in the File menu to resume your game from a Base save.

End

Leave base and resume your quest. You may return to base by choosing the "Return to Base" option from the Preparation menu.

Terrain

Terrain plays a critical part in battle. The terrain can affect unit movement, attack, and defense. Units might also find hidden treasures or magically regain HP when standing on certain tiles.

Terrain Effects



Move the cursor from tile to tile across the battlefield and watch the Terrain Effect window

in the screen's upper left corner. As you move from plains to thicket, the display changes. Statistics in the Terrain Effect window show how standing on that tile or attempting to move through it can affect your unit's combat abilities:



Avoid: Bonus added to unit Avo statistic when standing on this tile. Dodging enemy attacks is easier when this number is high. When enemies are positioned at a higher numbered spot,

your attacks are more likely to miss. Therefore, move to tiles with a higher Avoid bonus and attack a unit standing on a tile without such a bonus.

Defense: Defense bonus applied to unit standing on the tile. The higher the number, the less damage the unit suffers from enemy weapon attacks.

Magic Defense: Magic Defense bonus applied to the unit. The higher the number, the less damage you suffer from the enemy's magic attacks.

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Healing Tiles



When a unit stops on certain tiles, the unit regains a small amount of HP on the start of the next turn.

Healing Hedges: Standing in a Healing Hedge tile not only provides the same Avo, Def, and Mag bonuses as standing in rough terrain, but the unit is healed by a small amount at the start of the next turn.

Healing Pots: Standing in the space above, below, or to the side of a Healing Pot causes the unit to regain a medium amount of HP at the start of the next turn.

Ledges

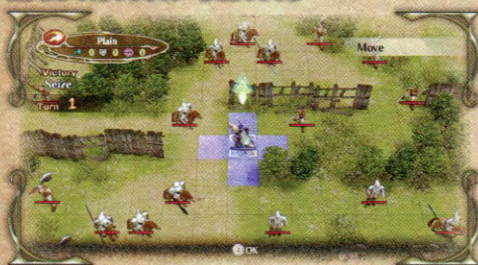
Except for mounted units, all units can climb up or down high ledges that are not blocked by walls or railings, albeit with a significant penalty to the unit's movement.

When a unit standing atop a ledge attacks a unit directly below with an indirect attack such as a spell, an arrow, or a thrown weapon, the unit above gains a hit bonus while the unit below suffers avoidance and dodge penalties. Attacking from higher ground gives a great advantage.



Mounted Units

Units mounted on horseback can move farther than most walking units. Additionally, mounted units have the Canto skill that allows them to move, perform an action, and then move the remaining number of spaces. If a mounted unit moves to the edge of its range on its first move, it cannot move any more spaces. Working this ability into combat strategy, it becomes possible to move the mounted unit a short distance to reach a foe, attack, and then retreat to reduce the chances



of a second encounter during the next enemy phase. Mounted units cannot climb up or down ledges.

Flying Units

Flying units include riders mounted on flying steeds, wyverns, or flying laguz units such as ravens, hawks, and dragons. Rivers and mountains do not restrict flying units as they do foot units or mounted units. Flying units do not suffer movement penalties by flying over steep ledges. Like mounted units, flying units typically bear the Canto skill, which allows them to move the remaining number of spaces available after performing an action.



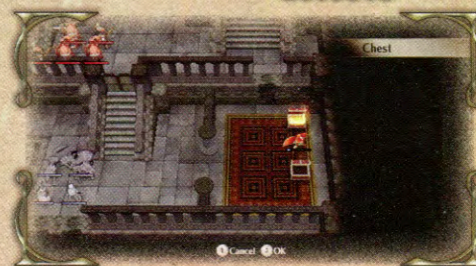
Doors



Occasionally a map may contain a door that prevents the player units from accessing certain areas,

or cell doors that restrain prisoners. To open a door, the unit must possess a Door Key or take one from an enemy unit. If not, the unit may be able to attack the door with the equipped weapon. Doors have structural points that are reduced by attacking them. When a door's structural points are reduced to zero, the door opens. Thief and Rogue units can open doors without need of a key.

Chests



Some maps contain chests that can be opened to obtain additional items.

Chests are locked and require a Chest Key to open. Chest Keys can sometimes be obtained by defeating enemy units. Thief and Rogue units can open chests without a key.

Ballistae and Catapults

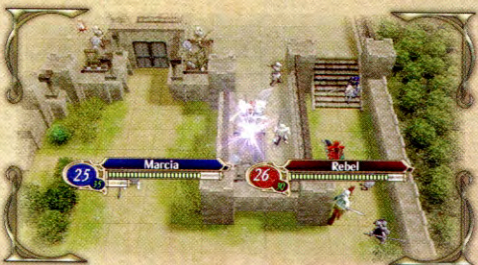


ballista is a large crossbow that fires a bolt at units up to 10 spaces away.

Catapults launch boulders into groups of player units, resulting in damage to not only the unit in the target square, but also units standing in the squares on every side. When approaching an area with catapults, spreading out is a good idea.



To disable a ballista or catapult, defeat the enemy unit standing on the platform behind the war machine. If another Archer moves onto the war machine's platform, it



Enemies sometimes employ ballistae and other long-range war machines on the battlefield. A

can resume operation of the ballista or catapult on the next turn.

Archers can operate ballistae or catapults by standing on

NOTE

the platform at the back of the machine. However, because these devices are typically pointed toward player units and away from enemy positions, they tend to be of little use to the player.

Hidden Treasures



By standing on certain tiles on the map, player units may find additional hidden items. On some

maps, a single item may be randomly hidden on one of three spaces. Refer to the maps in the walkthrough for hidden treasure locations.

Whether or not the unit finds a hidden treasure is dependent on its Luck and other factors, such as level. Rogue units also find hidden treasures more easily, depending on their level. So if you stop on a space where a hidden treasure is supposedly located and nothing happens, use the Wait command repeatedly until the unit finds the hidden item.

Common Strategies

Find success in battle by adhering to these simple strategies when moving and acting with units during a battle.

Fighting Weak Unit Exposure



Units with weak physical defense, such as Priests and Mages, are in constant danger of being wiped out in a single enemy phase. If an enemy manages to approach and strike an Archer, Mage, or Priest, the unit most likely dies. In Micaiah's case, this means instant game over. One way to fight this danger is to avoid moving such units too far downfield. But with this strategy, how will the unit ever perform valuable actions, gain necessary experience, and level up?

There are two applicable ways to prevent exposing weaker units to one-attack kills:

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- First move stronger units such as Fighters, Myrmidons, Rogues, Armor Swords, etc. After forming a front line



of resilient types, move your Mages and Priests into the spaces behind tougher units, and cast spells or shoot arrows to support the front line. Also, utilize areas where walls, trees, or mountains can be used to prevent enemies from moving around tough units to strike weaker ones. Form your front line near these areas to create a "pocket" to protect a weaker unit.

- Move the cursor to surrounding enemies. When the cursor is on the enemy, its movement (blue squares) and attack (orange squares) ranges are displayed. Press ② while pointing the cursor at an enemy unit to lock its movement range onscreen. Several enemy ranges can be locked onscreen at once. With the movement and attack ranges of all nearby enemies displayed onscreen, look for a space where no enemy can reach. Move your weaker unit into that space, and no one can touch it throughout the next enemy phase!



The Narrower, the Better

When moving through rooms and corridors of interior maps, use narrow passages to your advantage. Given the choice between traversing a large hallway that is five spaces wide versus a connecting corridor that is only two spaces across, the narrower corridor provides the winning strategy. By funneling enemy groups into a narrower passage, you can overwhelm them with two lines of fire: melee fighters up front, spell casters and archers behind.



Level Everyone!



Look for ways to help all your units gain at least some experience every turn. For instance,

Micaiah can use her Sacrifice ability to heal fighters on the front line of battle. The Priest, Laura, can also use staves to heal. What if only one party member needs healing every turn? By using Micaiah's Sacrifice ability to heal the front line, she gains a little experience. Then have Laura use a staff to heal Micaiah, and she too gains experience for the turn. If your battle goes about 10 turns in this manner, then both Micaiah and Laura can gain a level before the battle is over!

The same practice is possible with attacking enemies. By allowing weaker units to attack before



stronger units, the weaker ones get to gain experience before the tough guys mop up. For example, if Leonardo and Sothe are near an enemy with 20 HP in the early chapters of the game, an experienced player knows that Leonardo cannot kill the enemy with one attack, but Sothe can. However, by letting Leonardo take a shot anyway, he still gains valuable experience. Just be sure before moving that positioning Leonardo to attack does not expose him to danger during the enemy turn.

Form Teams



Enemies are all over the map; either the enemies are divided by rooms, or they are organized into small

squads that stand together until player units move within range of one enemy. To clear maps in fewer turns and accumulate greater amounts of bonus experience, it is necessary to break your player units into small teams of three or four. This allows you to cover the map

and prevent enemy advancement from more than one direction. Using teams also builds support relationships, which adds bonuses to unit attack and defense.



When creating teams to send off in different directions, think ahead to what objectives this team must

accomplish. Is there a door to open, a chest containing treasure, a boss to defeat? Make sure that the team headed off to complete a certain objective is well balanced with direct attackers, indirect attackers, healers, and/or Thieves. Who will stand out front when enemies attack? Who will support those persons from behind?

Some units can function as teams all alone. Sothe, in the first few chapters, for instance, can withstand and counter multiple attacks, open chests and doors, and find hidden items. This makes him ideally suited to go solo during many of the early chapters. The same is true of units such as Volug, Ike, Geoffrey, etc.

Hit and Run



As mentioned previously, mounted and flying units typically possess the Canto skill that allows them to

move again after attacking or performing an action. This makes them ideally suited to fly down from battlements or tall ledges, strike an enemy, and then return to safety at the top of the ledge.

Using this strategy also allows multiple units to attack an enemy from one side. By moving the flying



or mounted unit out of the space next to the enemy, another flying or mounted unit can ride up, take a swing, and then charge away. Move in and attack with units that cannot move after attacking only after allowing all of your mounted and flying units to have a crack at the enemy first. This strategy is especially helpful in some of the later boss fights.

Using Herons



When a Heron is available, use the Vigor ability wisely. Reyson and Leanne can only reactivate one

or two units per turn, depending on their experience level. However, Rafael can reenergize up to four units per turn, immediately.



Check the movement range of a Heron to determine how far he can move this turn. Select one of those spaces as a "target."



Move four other units into the spaces surrounding your Heron's target square. Then move the Heron into the middle and use Vigor to reenergize all four units!

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Let's say that because of rough terrain, your units cannot move within range of enemies and attack in one turn. First, check the Heron's movement range to see how far he can move toward the enemy units. Then, move up to four units into the spaces surrounding a space at the edge of the Heron's movement range. Move the Heron into the space between all four units and use the Vigor ability to reenergize all four units. Those four units can then move farther downfield and attack enemies they couldn't reach on their own!

Hérons are especially useful when managing laguz units that must use Laguz Stones or Laguz Gems

to transform immediately, because using items ends the units' action. First, check the Heron's movement range and pick a spot that the Heron can reach during this turn. Then, move up to four laguz units into the four spaces surrounding your target, and have each transform at the end of their move. Then, move the Heron into the middle and use Vigor to give all surrounding laguz another chance to move and attack in this turn.

Economy of Movement

If you will spend the first turn moving all of your units downfield but not attacking, then use the Orders

command to make life easier. Move your commander downfield, then select the Orders command and choose the Rally option. Press **○** to open the Map menu and select End. All of the player units automatically follow the commander downfield.



When controlling Ike, you may want to send all of your units in one direction while Ike goes on a solo quest in another direction. Move Ike, then open

the Orders menu and choose the Target option. Place the target where you wish everyone else to go, and then end your turn. Ike goes one way, while all other units automatically run off in another direction.

If you do not wish your units to move automatically at the end of the next turn, remember to open the Orders menu during or after the commander's move and select the Halt option. Otherwise, units that receive no player input will continue moving as they were ordered to do last turn.

Unit Loss



Losing units in battle is not a good thing. In some cases, unit death can deprive you of being able

to receive items or recruit new units at base in a later stage. Each unit functions as a linchpin in the strategies provided in this guide. If a unit dies due to misjudgment in player movement or enemy attack range, we strongly recommend resetting your console and loading your last save.

However, sometimes creating a battle save in the middle of a turn can leave your units standing in vulnerable spots. If the unit has already moved and there is no way to rescue them or make them move again, then you may be looking at restarting your battle from the beginning. This can be extremely frustrating.

This is why, as stated previously, the only safe time to create a battle save is at the beginning of the player phase. If the enemies move and attack but do not annihilate any of your units, then save your game immediately and move on. Replaying a single turn is much easier than replaying an entire battle.

The only exception is the final boss battle. The final boss has the ability to wipe out any unit with a single attack. While it is regrettable that the unit will not live to see the glory of Tellius restored, it seems impossible to avoid in the final battle. If you lose a non-essential unit (vs. your only healer, for example) in the final battle, we suggest that you keep fighting.

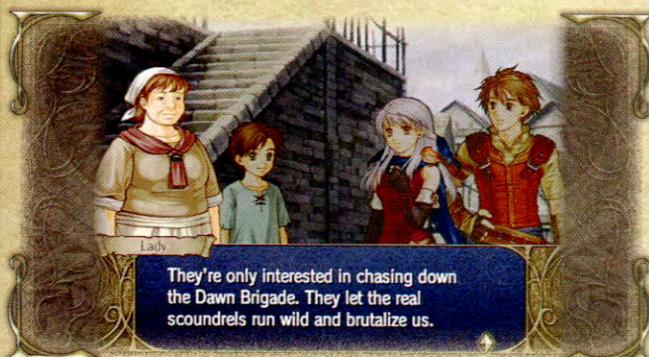
Walkthrough



This section of the guidebook attempts to guide players through each skirmish of *Fire Emblem: Radiant Dawn* on a turn-by-turn basis. The Walkthrough covers Normal difficulty mode. The strategies covered herein are also applicable to Hard mode, with minor changes in enemy levels. Players breezing through on Easy mode encounter fewer enemies at lower levels.

PART I: SILVER-HAIRED MAIDEN

Part I Prologue: Under Gray Skies



Micaiah and Edward, two members of the Daein Liberation Army known as the Dawn Brigade, await the arrival of their compatriot Leonardo in the Daein capital city of Nevassa. However, the occupying Begnion Soldiers have turned a blind eye to the looting activities of a group of bandits. Micaiah and Edward decide to protect the townsfolk and rout the bandits. However, the experience can quickly turn sour if the heroes are not careful...

New Units

Micaiah

Micaiah's spell casting and Sacrifice abilities make her an excellent support unit. However, she is extremely weak against physical attack. Position her behind sturdier units such as Edward to protect her from harm.



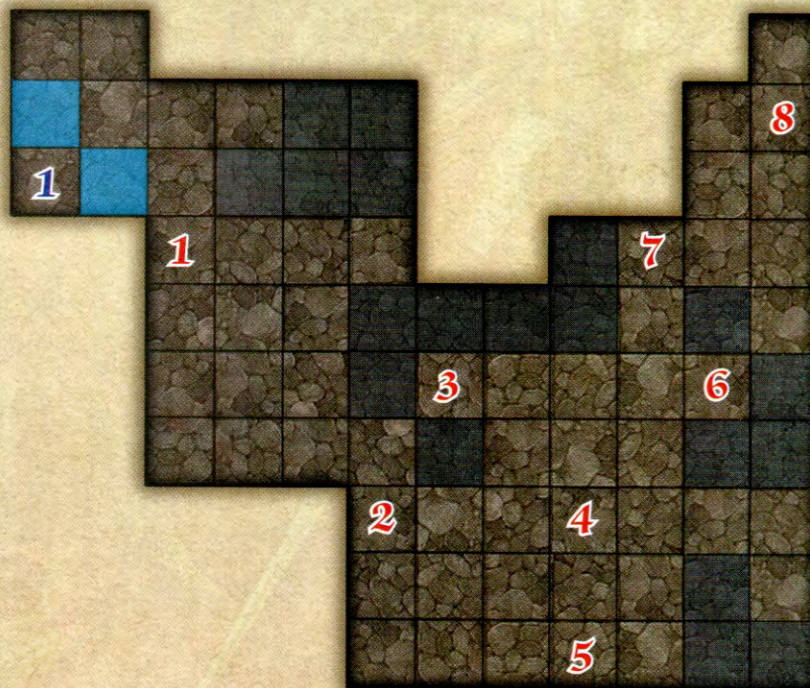
Edward

Edward is only a Myrmidon, but he still makes an excellent front linesman during the early battles. When his HP is low he becomes fearsome, so do not rush to heal him.



Leonardo

Leonardo is an Archer and an excellent support unit. Although he shows up late for the battle, position him behind Edward and fire volleys to help take down the final group of foes.



Conditions

- Victory:** Rout enemy
- Defeat:** Any ally dies
- Player:** Dawn Brigade 2
- Enemy:** Pugo's Bandits 8

Allied Reinforcements: 4th Turn

| No. | Name | Class | Lv | Items |
|-----|----------|--------|----|-----------------------------|
| 1 | Leonardo | Archer | 4 | Iron Bow, Herb, Dracoshield |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|---------|----|-------------------------|
| 1 | Bandit | Bandit | 1 | Bronze Axe |
| 2 | Bandit | Bandit | 1 | Bronze Axe |
| 3 | Bandit | Bandit | 2 | Bronze Axe, Herb |
| 4 | Bandit | Bandit | 2 | Bronze Axe |
| 5 | Bandit | Bandit | 2 | Bronze Axe |
| 6 | Bandit | Bandit | 3 | Bronze Axe |
| 7 | Bandit | Bandit | 3 | Bronze Axe |
| 8 | Pugo | Fighter | 5 | Iron Axe, Vulnerary |

Proceed cautiously, and this battle should be no problem. Move Edward forward to block up narrow passages. Prevent enemies from surrounding Edward by positioning him in spaces where he can only be attacked by one enemy from one side. Position Micaiah behind Edward so that she can cast her Light spells on enemies without fear of reprisals. Always cast spells from behind forward lines first, then allow your melee attackers to finish enemies off.

Turn 1:

Move Micaiah to the spot two spaces north of the closest bandit and cast Light. Then move Edward into the space between Micaiah and the Bandit, and attack to finish him off. On the enemy turn, the next-closest Bandit moves nearer.



Turn 2:

Move Edward up to the Bandit and attack. Then move Micaiah into the space behind Edward and cast a Light spell to finish the Bandit off. This time, Micaiah gets more EXP for defeating the enemy.



Turn 3: Move Edward southeast so that he blocks the space between the cart, the barrels, and the corner of the railing. Position Micaiah behind him. On the enemy turn, a Bandit moves forward and attacks Edward.

Turn 4:

Leonardo enters the battle. Leonardo must move for two turns to catch up with Micaiah

and Edward. Meanwhile, Micaiah and Edward remain in position. Use Micaiah's Sacrifice ability to restore Edward's HP, so that she attains some EXP for the turn.



NOTE

Leonardo carries a Dracoshield item, which increases the Defense of a unit by 2. However, if you hold this item until you reach the first base, you can sell it to merchants for 4,000 gold! With that kind of money, you can purchase several strong weapons for many units. Money is somewhat tight in Part I. However, raising the Defense of a unit like Micaiah or Edward makes them less likely to die in combat.

Both uses of the item have advantages. Go with your personal preference.

Turn 5:

Wipe out the next Bandit to approach. The last Bandit in the southern area should approach and attack during the enemy phase, and Edward should counterattack for significant damage.



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Turn 6:

Cast a Light spell to wipe out the Bandit below Edward.

Avoid drawing the boss into the battle during this turn by moving Edward down one space. Restore his HP to full. Move Leonardo past Micaiah into the space above Edward.



Turn 8:

Provided Edward survives Pugo's initial attack, move Micaiah into the square east

of Edward and finish off Pugo with a Light spell. Use a Vulnerary or Herb to replenish Edward's HP.



CAUTION

Moving Edward too far east will draw the boss and the two remaining Bandits into the south area, where they quickly surround and kill Edward, ending your game. Therefore, move Edward only one space on this turn so that you can move him into a better position on the next turn.



Turn 7:

Create a battle save. Move Edward east so that he stands in the square between the stored

goods and the stack of crates. Attack the Bandit in the square east of his position. Move Micaiah as far to the east as she can go. Position Leonardo in the square west of Edward and finish off the Bandit Edward attacked. During the enemy phase, Pugo moves in and attacks Edward.

Turn 9: The last Bandit moves in and attacks. If he survives Edward's counter-attack, team up to finish him off.



Bonus Experience (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 40 |
| Victory in 10 Turns or Less | 20 |
| Victory in 15 Turns or Less | 10 |
| Maximum Bonus | 60 |

Part I Chapter 1: Maiden of Miracles



Make the villagers talk. I want to know who these bandits are and where they're hiding.

Although the trio escapes from the Bandit melee, the Begnion occupying forces actively searching for Micaiah notice her flowing silver locks as she flees

the scene. While the Dawn Brigade members reunite at their hideout, the Begnion forces scour every inch of town looking for the silver-haired maiden who has brought hope to the suppressed people of Daein. The Dawn Brigade must escape Nevassa.

New Units

Nolan

Nolan is an axe-wielding Fighter with several levels of experience over the others. Always positioned out front, he should easily sustain damage inflicted by enemy units well enough to survive from turn to turn. Keep a Hand Axe always ready in Nolan's inventory so that he can counter-attack against Archers, spell casters, and enemies with throwing weapons.



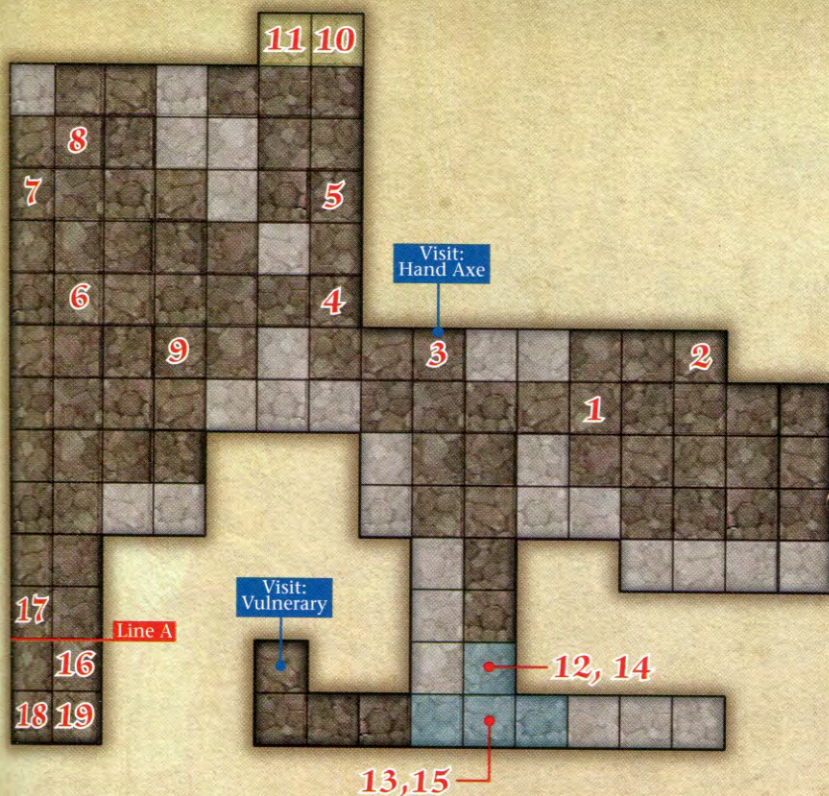
Conditions

Victory: Escape in 10 turns

Defeat: Any ally dies

Player: Dawn Brigade 4

Enemy: Begnion 19



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|----------|----|--------------------|
| 1 | Begnion | Fighter | 3 | Bronze Axe |
| 2 | Begnion | Fighter | 3 | Bronze Axe |
| 3 | Begnion | Soldier | 4 | Javelin |
| 4 | Begnion | Fighter | 3 | Bronze Axe |
| 5 | Begnion | Fighter | 3 | Bronze Axe |
| 6 | Begnion | Soldier | 3 | Iron Lance |
| 7 | Begnion | Fighter | 3 | Iron Axe |
| 8 | Begnion | Archer | 3 | Bronze Bow |
| 9 | Begnion | Fighter | 3 | Bronze Axe |
| 10 | Begnion | Fighter | 4 | Hand Axe |
| 11 | Isaiya | Myrmidon | 7 | Steel Sword |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|--------------|
| 12 | Begnion | Soldier | 5 | Bronze Lance |
| 13 | Begnion | Archer | 5 | Bronze Bow |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|---------|----------|----|--------------|
| 14 | Begnion | Soldier | 5 | Iron Lance |
| 15 | Begnion | Archer | 4 | Bronze Bow |
| 16 | Begnion | Myrmidon | 5 | Bronze Sword |
| 17 | Begnion | Archer | 4 | Iron Bow |

Line A Reinforcements*

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|---------|
| 18 | Begnion | Soldier | 5 | Javelin |
| 19 | Begnion | Soldier | 5 | Javelin |

* Crossing Line A as marked on the map triggers the appearance of these enemies.

Nolan describes a highly valid strategy for winning this battle: move your units through the alley as a group, with Nolan out front absorbing the brunt of damage while Leonardo and Micaiah take turns releasing arrows or casting spells from behind him. Weaker Edward should bring up the rear, moving to the front of the line only when the others have greatly reduced enemy numbers in the vicinity. Move north as directly as possible and defeat the optional boss and/or his henchman to clear your escape route.



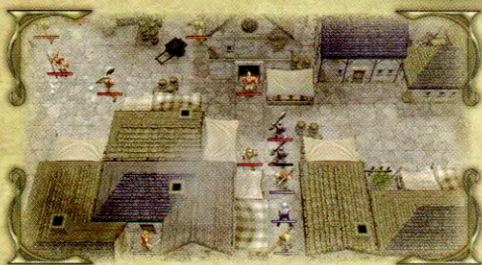
Turn 1: Send Edward west to the open doorway and select the Visit command from the Action

menu. He receives a Vulnerary. Move Nolan north two spaces to the edge of the starting alley, and position Micaiah and Edward behind him.

FIRE EMBLEM

RADIANT DAWN

During the enemy phase, four enemy units move forward but only one gets to attack. Nolan's counterattack should almost kill the foe.



Turn 2: Cast a Light spell to take out the weakened unit above Nolan. Move Nolan one space north and attack



one of the enemies. Then move Leonardo north past Micaiah and use his Iron Bow to take out the weakened enemy unit. Hopefully Nolan left him weak enough to die this turn. Bring Edward back over to the space south of Micaiah.



Turn 3: Nolan should survive the previous enemy phase, but just barely. Have him use a Vulnerary this

turn rather than attack. Both enemy units surrounding Nolan should be weak from his counterattacks, so Leonardo can easily take out the one north of Nolan.



Finish Turn 3 by moving Edward through the line to the space north of the remaining enemy, and finish off the foe. Move Micaiah north into the newly open space, and use her Sacrifice ability to get Nolan up to full speed. The enemy blocking the open doorway throws his Javelin at Edward, but usually misses.

Turn 4:

Move Nolan one space east of the Soldier blocking the door and attack. Then Edward can finish him



off. Move Micaiah up to the doorway and choose the Visit command to obtain a Hand Axe. Position Leonardo in the space south of Nolan.

Turn 5:

While Leonardo takes out the Soldier who attacked in the previous enemy phase, use Micaiah's turn to trade the Hand Axe to Nolan. Move Nolan north and west to attack the Archer with his Steel Axe, preventing counterattack. Move Edward north to attack the Fighter.



Turn 6:

Edward should heal while Micaiah and Nolan take out the two weakened enemies to the west. Move Leonardo to the tile south of Micaiah.

Turn 7:

Move Edward north and attack the Fighter standing on the east escape target. Leonardo can finish him off. Attack the boss with a Light spell cast by Micaiah from two tiles away, then move Nolan into the empty space between and finish him off.



TIP

If Isaiya should survive Nolan's attack, the boss attacks Edward in the next enemy phase. Allow Micaiah or Leonardo to take another whack at him, then let Nolan finish him off.

Turn 8:

As stout reinforcements begin approaching from the south, finish off the boss if needed.

Trade the Steel Sword Isaiya dropped to Edward before moving Micaiah onto either target tile and choosing the "Escape" command.

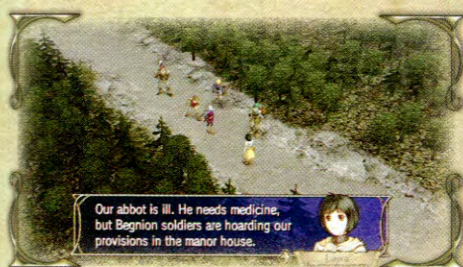


Bonus Experience (Normal and Hard Modes)

| Condition | Bonus EXP |
|----------------------------|-----------|
| Victory | 80 |
| Victory in 7 Turns or Less | 40 |
| Victory in 9 Turns or Less | 20 |
| Maximum Bonus | 120 |

Part I Chapter 2: The Dispossessed

Having finally escaped the Begnion occupation forces in Nevassa, the Dawn Brigade encounters a young priestess named Laura on the Old Road out of town. Laura's abbot is ill, and Lord Kisca is hoarding the desperately needed medicine in the manor house. Micaiah readily agrees to help the young girl.



New Units

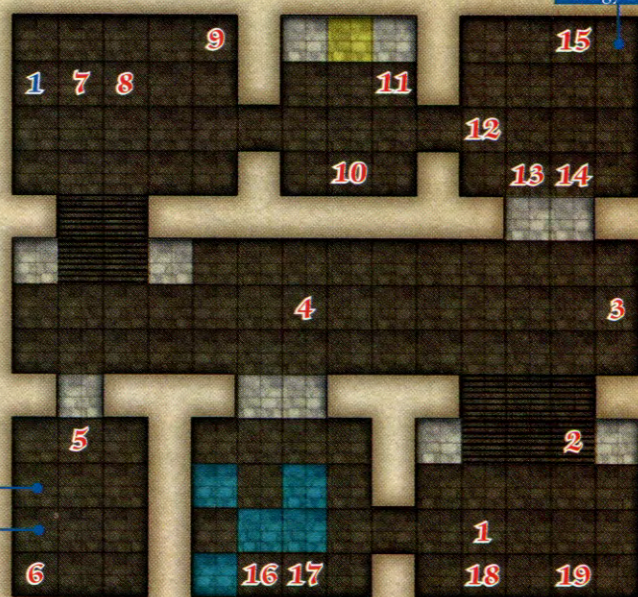
Laura

As a Priest, Laura's main function is to use staves to heal fellow party members and remove status ailments. A single enemy attack usually kills her. Therefore, always check the movement and attack ranges of nearby enemies before moving Laura. Keep her behind stronger characters as much as possible.



Sothe

A veteran of Ike's Greil Mercenaries from the Mad King's War, Sothe is a hard-hitting Rogue capable of taking out several enemies in a single enemy phase. His stealing and lock-picking abilities enable him to take items from enemies, and open chests and doors without keys. Sothe is a strong addition to the Dawn Brigade, capable of going solo on every mission with little difficulty.



Conditions

Victory: Laura arrives

Defeat: Any ally dies

Player: Dawn Brigade 6

Enemy: Begnion 19

FIRE EMBLEM

RADIANT DAWN

Allied Reinforcements: 3rd Turn

| No. | Name | Class | Lv | Items |
|-----|-------|-------|----|---------------------|
| 1 | Sothe | Rogue | 4 | Kard, Bronze Dagger |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|------------------------------|
| 1 | Begnion | Soldier | 4 | Bronze Lance |
| 2 | Begnion | Soldier | 5 | Bronze Lance |
| 3 | Begnion | Fighter | 6 | Bronze Axe |
| 4 | Begnion | Fighter | 4 | Iron Axe |
| 5 | Begnion | Soldier | 4 | Javelin |
| 6 | Begnion | Myrmidon | 6 | Iron Sword, Chest Key |
| 7 | Begnion | Soldier | 5 | Iron Lance |
| 8 | Begnion | Soldier | 4 | Steel Lance |
| 9 | Begnion | Soldier | 6 | Iron Lance |
| 10 | Begnion | Archer | 5 | Bronze Bow, Vulnerary |
| 11 | Begnion | Fighter | 4 | Iron Axe |
| 12 | Begnion | Soldier | 6 | Iron Lance, Vulnerary |
| 13 | Begnion | Archer | 6 | Steel Bow |
| 14 | Begnion | Soldier | 7 | Iron Lance |
| 15 | Zaitan | Armor Lance | 8 | Javelin, Vulnerary |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|---------|--------|----|------------|
| 16 | Begnion | Archer | 5 | Bronze Bow |
| 17 | Begnion | Archer | 6 | Iron Bow |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|------------|
| 18 | Begnion | Soldier | 7 | Iron Lance |
| 19 | Begnion | Soldier | 6 | Iron Lance |

Taking the manor level by level and advancing Laura to the arrival target is not terribly difficult. However, make sure to gather several beneficial items from this stage. From Turn 3 on, Sothe must take charge of opening chests and stealing items from enemies to benefit the party. As reinforcements move in, defeat Zaitan and the upper level cronies surrounding him to open the final chest.



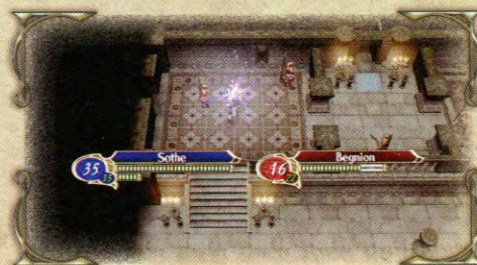
Turn 1: Move Nolan east and attack the closest Soldier with a Steel Axe. Move Edward into the

space just west of Nolan, and finish off the same Soldier. Finish the turn by moving the remaining

characters west, so that Edward is at the top of the column and Laura is at the bottom. This should protect Micaiah and Laura from enemy attack.



Turn 2: During the previous enemy phase, the Fighter from the level above jumps down to attack Edward. Without moving, attack him with a Light spell and then let Edward finish him off. Laura should move north and heal Edward. Meanwhile, Leonardo finishes off the weakened unit nearby, while Nolan stays in place to protect Edward during the next enemy phase.



Turn 3: Sothe enters the battle on the upper level. Have him attack and kill one of the two Soldiers

standing together using his Kard. During the enemy phase, he kills off the other two Soldiers and lures the Archer from the next chamber.

Still in Turn 3, move Leonardo to the space south of Nolan and shoot the Fighter. Move Micaiah into the space west of Nolan and hit him with a Light spell. Then move Nolan one space east of the Fighter and finish him off with the Steel Axe. Laura can move east and heal Nolan, while Edward climbs up the ledge and heads west.





Turn 4: Sothe can take out the Archer who attacked on the previous turn. Micaiah should take out a Fighter

who attacked Nolan previously. Have Laura heal Nolan so that he, Eddie, and Leonardo can move upstairs and head west.

Turn 5: Move Nolan to the gap in the rail above the sunken room with two chests and use a Hand Axe to kill the Soldier below. Guide Sothe toward the sunken



room with two chests while moving everyone else north up the western stairs to the uppermost level.



Turn 6: Move Sothe down into the sunken room and open the southernmost chest to obtain the Thani tome. In the enemy phase, the Myrmidon with the Steel Sword attacks Sothe and promptly dies. Position Micaiah and Edward near the entrance to the sunken room so that they may soon trade items with Sothe. Continue moving everyone else to the uppermost level and east toward the boss's chamber.



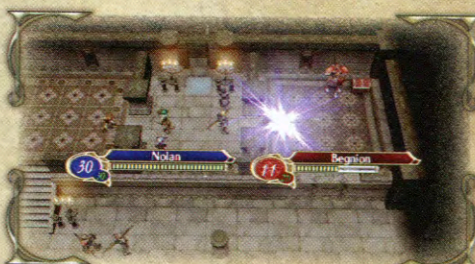
Turn 7: Move Sothe to the next chest and open it to obtain a Wind Edge sword. If possible,

move Micaiah or Edward into the sunken chamber and trade with Sothe to obtain the tome or weapon. Position Nolan just outside the boss's chamber, with Leonardo directly behind him.



Turn 8: As enemy reinforcements arrive, move Sothe out of the sunken chamber and

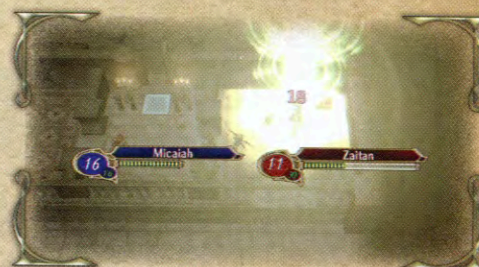
finish trading with Micaiah and Edward. Move Micaiah, Edward, and Laura to the upper level and east toward the boss fight. Upstairs, Leonardo and Nolan can work together to attack two enemies in the boss's chamber.



Turn 9: Continue moving lagging characters into the arrival chamber while Nolan

and Leonardo continue pecking their way into the boss's chamber. Repeat on the next turn.

Turn 11: Be sure to save at the start of this player phase. When the doorway is finally clear, flood the northeast



chamber and attack Zaitan. Micaiah's new Thani spell works extremely well against him, but use it only as a finishing blow to prevent counterattack.

Turn 12: As dangerous reinforcements close in, have Sothe open the chest to obtain an Energy Drop.



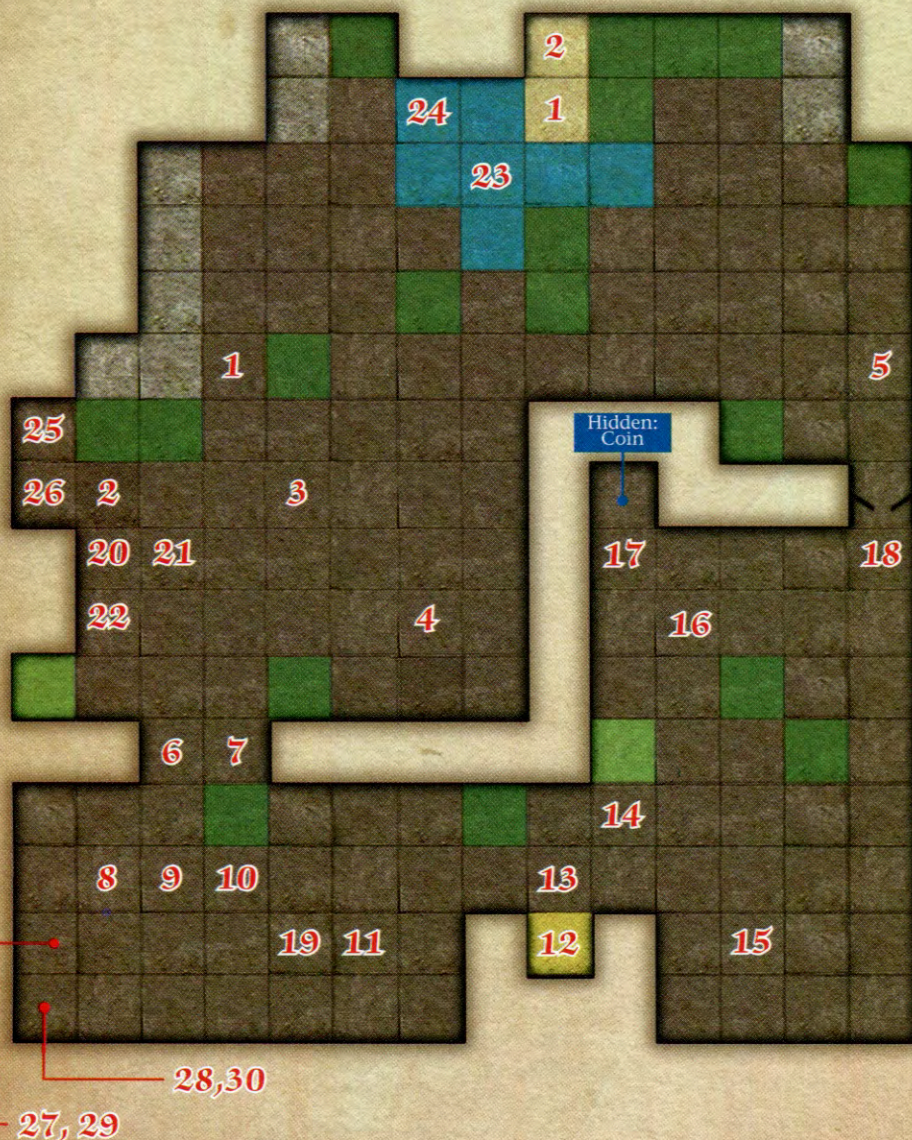
Move Laura to the target tile and choose the "Arrive" command from the Action menu to clear the map.

| Bonus Experience (Normal and Hard Modes) | |
|--|-----------|
| Condition | Bonus EXP |
| Victory | 120 |
| Victory in 10 Turns or Less | 60 |
| Victory in 15 Turns or Less | 30 |
| Maximum Bonus | 180 |

FIRE EMBLEM RADIANT DAWN

Part I Chapter 3: A Faint Light

Captured following their escape from the Kisca Manor, Micaiah and Laura are incarcerated in Jarod's prison. In the dank dungeon, they meet a traveling merchant caravan and the Thunder Mage Ilyana, formerly of Greil's Mercenaries. The Dawn Brigade soon breaks into the prison to free Micaiah and the others. Too bad Sothe did not have an equally brilliant plan for getting out...



New Units

Ilyana



Ilyana is a potent Thunder Mage. While she is a little more physically resilient than other spell casters, placing her out front is still unwise. Cast her Thunder and Elthunder spells from behind allied lines to decimate opponents, especially Dracoknights and dragon tribe laguz.

Conditions

- Victory:** Escape
- Defeat:** Any ally dies
- Player:** Dawn Brigade 7
- Enemy:** Begnion 30
- Other:** Independent 2

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|----------------------------|
| 1 | Begnion | Myrmidon | 7 | Steel Sword |
| 2 | Begnion | Soldier | 8 | Javelin |
| 3 | Begnion | Fighter | 7 | Steel Axe |
| 4 | Begnion | Armor Sword | 8 | Steel Sword, Vulnerary |
| 5 | Begnion | Fighter | 5 | Steel Axe, Door Key |
| 6 | Begnion | Armor Axe | 8 | Hand Axe |
| 7 | Begnion | Armor Lance | 7 | Javelin |
| 8 | Begnion | Myrmidon | 7 | Steel Sword, Herb |
| 9 | Begnion | Archer | 7 | Steel Bow |
| 10 | Begnion | Soldier | 7 | Steel Lance |
| 11 | Begnion | Soldier | 8 | Steel Lance, Javelin |
| 12 | Begnion | Armor Sword | 8 | Steel Sword |
| 13 | Begnion | Archer | 8 | Iron Longbow, Vulnerary |
| 14 | Begnion | Fighter | 7 | Steel Axe, Hand Axe |
| 15 | Begnion | Soldier | 7 | Steel Lance |
| 16 | Begnion | Myrmidon | 7 | Steel Sword |
| 17 | Begnion | Archer | 6 | Steel Bow, Vulnerary |
| 18 | Begnion | Archer | 6 | Steel Bow |
| 19 | Burton | | 11 | Wind Edge, Discipline |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|--------------------------------|
| 20 | Begnion | Soldier | 8 | Steel Lance |
| 21 | Begnion | Soldier | 8 | Steel Lance, Vulnerary |
| 22 | Aran | Soldier | 7 | Javelin, Iron Lance, Vulnerary |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 27 | Begnion | Soldier | 8 | Steel Lance |
| 28 | Begnion | Soldier | 8 | Steel Lance |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|----------|----|----------------------|
| 23 | Begnion | Myrmidon | 7 | Steel Sword |
| 24 | Begnion | Archer | 6 | Steel Bow, Vulnerary |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 25 | Begnion | Soldier | 8 | Steel Lance |
| 26 | Begnion | Soldier | 8 | Steel Lance |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 29 | Begnion | Soldier | 8 | Steel Lance |
| 30 | Begnion | Soldier | 8 | Steel Lance |

Ally Units

| No. | Name | Class | Lv | Items |
|-----|-------|---------|----|-------|
| 1 | Aimee | Vendor | 13 | None |
| 2 | Kurth | Pilgrim | 1 | None |

Massive amounts of thicket make navigating the courtyard difficult. However, standing in thicket makes your units harder to hit. The safest strategy is to open the door near the east wall and funnel through to the south area. Take Sothe to the escape point. After defeating the Armor Sword standing in the way, position Sothe in this spot to act as a roadblock while the other units slip past him and out the door. Meanwhile, use the Direct command in Micaiah's action menu, available even after her turn, to move Aimee and Kurth from target to target until they reach the escape point. Saving both allies awards much greater bonus experience.

Turn 1:

Create a battle save at the beginning of each player phase. Move Sothe east and take out



the Fighter holding the Door Key. If by some small chance Sothe does not take out the Fighter on the first try, reset and restart.



Meanwhile, reposition the party members to prepare for the first enemy phase. Move Nolan to the space south of Leonardo, and relocate Edward to the space west of the Archer. Hide Laura in the open spot east of Micaiah, and move Ilyana left one and down one, into Nolan's old spot.



Select Micaiah and use her "Direct" command to send Aimee and Kurth to a target. Place the

target several spaces north of the door, to keep them safe from Archers.

FIRE EMBLEM

RADIANT DAWN

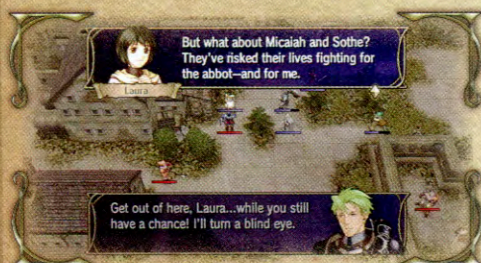


Turn 2: Move Ilyana a few spaces west and take out the enemy unit who attacked Edward last turn. Move

Sothe west and take out the enemy below Nolan, if necessary. Move Nolan down one and attack the Armor Sword by throwing a Hand Axe. Leonardo attacks him next, and then Micaiah can move west and take out the Armor Sword with a Thani spell. Position Laura in the space behind Micaiah.



Turn 3: Ilyana should be able to take out one of the Soldiers that advanced last turn with an Elthunder spell, cast twice. Micaiah and Edward can team up to take out the other. Leave the space north of Aran open so that Laura can move next to him.



Use the Talk command to recruit Aran. If Micaiah and Edward failed to take out the other Soldier, have Aran finish

him off. Move everyone else east toward the door, and make Sothe open it.



Turn 4: Keep everyone moving east through the thicket to the door. Sothe must continue fighting through the doorway into the south area. Equipping the Kard helps.

Turn 5: Sothe may need to use a Vulnerary. If not, kill another enemy that approaches the open



doorway. Nolan should be able to step through the door and help out Sothe. Keep him armed with a Hand Axe to counter the Archers. The other units should start lining up at the gate.



Turn 6: If there are one or fewer enemies near the gate, move Sothe northwest into the alcove formed

by the wall. With his high Luck, he should obtain a hidden Coin. If not, have him wait again until the next turn. Continue moving other units through the doorway into the spaces below. Set a new target for Aimee and Kurth inside the wall, three spaces from the doorway.



Turn 7: As reinforcements appear, give up on obtaining the Coin if necessary and send Sothe down to fight again. Move him into the space beside the tree, north of the Armor Sword blocking the exit. Attack the Armor Sword. Move your tougher characters such as Aran, Edward, and Ilyana south. Position Nolan just inside the doorway to hold off advancing reinforcements.

Turn 8: Provided that Sothe defeated the Armor Sword on the enemy phase, move him into the space in front of the doorway, next to the Archer standing on the escape target.



Sothe acts as a dam, preventing the boss and other enemies from attacking escapees. If the boss happens to be standing next to Sothe's arrival point, pick his pockets to obtain the Discipline scroll. Start moving everyone else toward the exit, and have Micaiah set the new target for the allies at the escape tile.



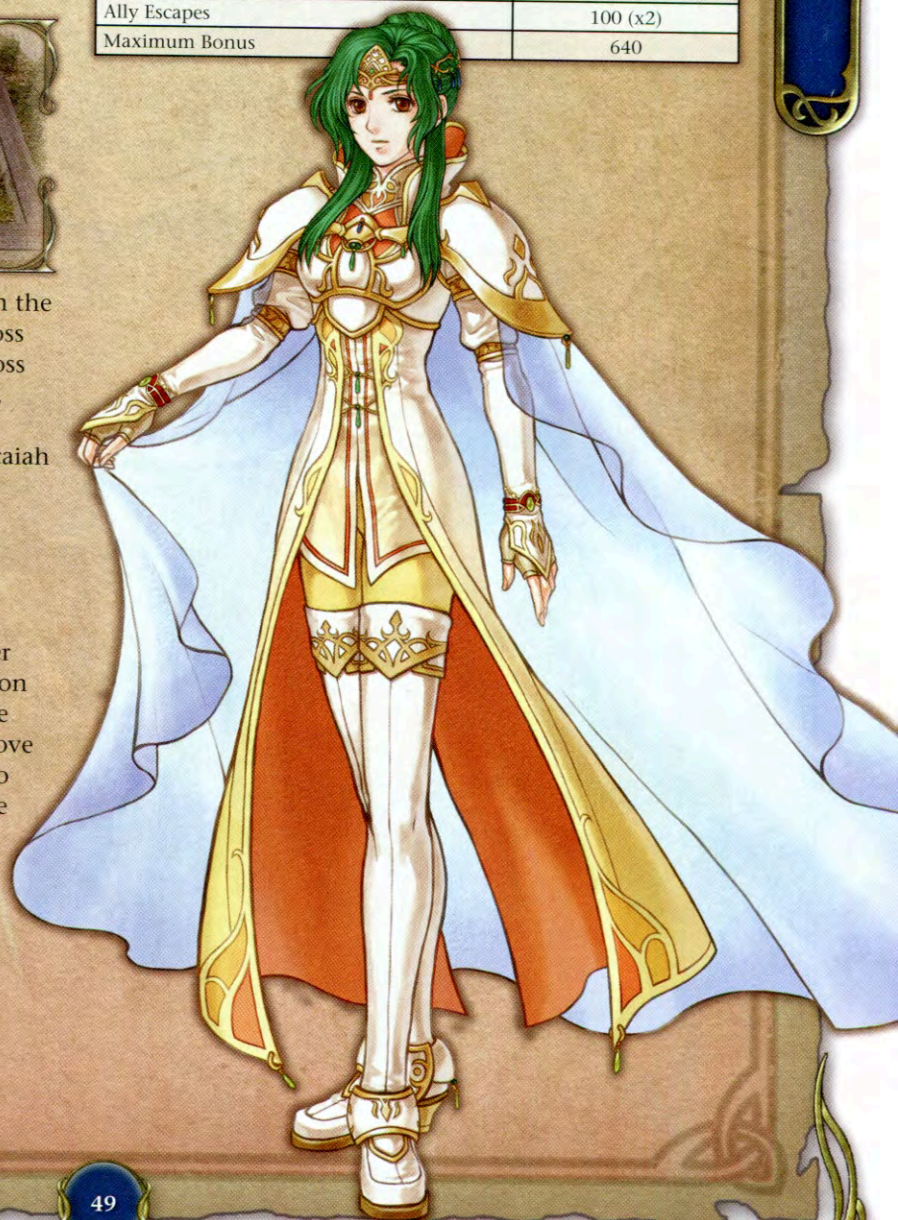
Turn 9: Sothe must kill the Archer standing on the escape target. Move units onto the escape point and choose the "Escape" command from the Action menu. Move Micaiah to a position a few tiles away, so that she is safe from Archers.



Turn 10: Aimee and Kurth should be gone. If the boss is near Sothe, kill him.

Otherwise, move everyone except Nolan to the escape point. Finish the map by moving Micaiah to the escape target and exiting.

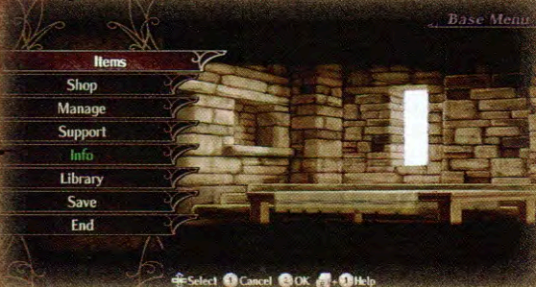
| Bonus Experience (Normal and Hard Modes) | |
|--|-----------|
| Condition | Bonus EXP |
| Victory | 160 |
| Victory in 10 Turns or Less | 80 |
| Victory in 15 Turns or Less | 40 |
| Unit Escapes | 25 (x8) |
| Ally Escapes | 100 (x2) |
| Maximum Bonus | 640 |



FIRE EMBLEM

RADIANT DAWN

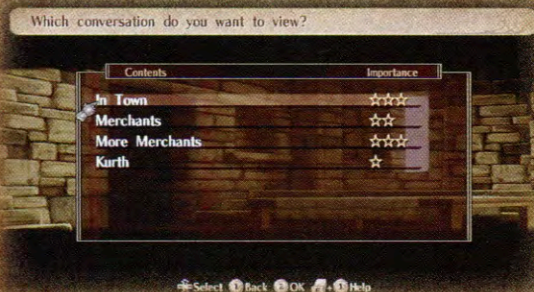
Base Preparations: Part I Chapter 4



The Base menu appears for the first time. Prepare your units for combat at base by purchasing new weapons, by awarding bonus experience, and by having important conversations with other characters. Each time base is available, refer to these sections in the guide to learn how to gear up for what lies ahead.

Info: Always commence base preparations by entering the Info screen to see who wants to talk. Conversations are rated one to three stars based on importance. The most important conversations award items or gold, or make new units available. View "In Town" to recruit Meg, the daughter of Brom from *Fire Emblem: Path of Radiance*. View "Merchants" to unlock the Shop functions, and view "More Merchants" to unlock tomes in the Forge screen.

Support: Set up support relationships between your units. The availability of relationships depends on how you have been moving and using units. Micaiah and Sothe already have an A rank support relationship. At this point in the game, support relationships can typically be created with Nolan, Edward, Leonardo, and possibly Laura. Pair Nolan with Edward and Leonardo with Laura, if possible.



Manage: Top off everyone's EXP and take them to the next level. If any amount remains, use it to give Meg another level. Poor Meg needs all the help she can get! In the Skills screen, assign Discipline to Micaiah, if the scroll was obtained from the boss during the previous battle. Because Leonardo should rarely be put in a position where he faces counterattack, remove the Cancel skill from him and assign it to Nolan, who is always out front.

Shop: Sell bronze and iron items to increase revenue. Selling items such as the Dracoshield and the Energy

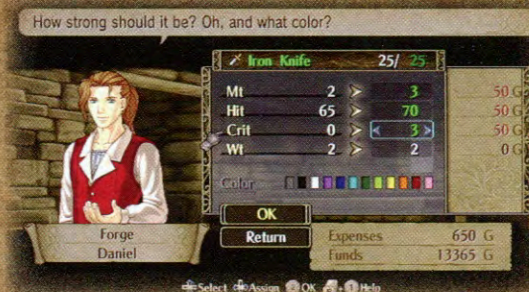
Drop increases your monetary reserves significantly. Purchase Herbs for units with less than 20 HP. Use the Items function to trade

Vulneraries to units with more than 20 HP.

Buying healing items for Laura is a waste, because she falls in one hit anyhow.

Check the Bargain page in the Shop screen and purchase the Beast Killer for Sothe. This weapon helps immensely during the next mission! Buy as many Bargains as you can to give your units the best new weapons.

In the Forge screen, create an Iron Knife for Sothe and upgrade every statistic by at least one level. Use a Coin to obtain an additional free upgrade. This knife allows Sothe to counter Archers, spell casters, and thrown weapons as well as to strike from greater range.



Part I Chapter 4: A Distant Voice

What's going on, Micaiah?

I'm not sure. I sense...something.

Seduced by a recondite presence, Micaiah leads the Dawn Brigade to ancient laguz ruins in the Desert of Death. Therein, they find a giant treasure chamber filled with gold. Laguz bandits, however, claim to have found it first. The Dawn Brigade must rout the fearsome laguz to claim the treasure!

New Units

Meg

Despite her armor, Meg's low experience level makes it difficult to put her on the front lines of battle. One of the best ways to use her skills is to move her in for the kill, after other units have already weakened up an enemy. This way, she achieves new levels faster and catches up to the rest of the heroes.



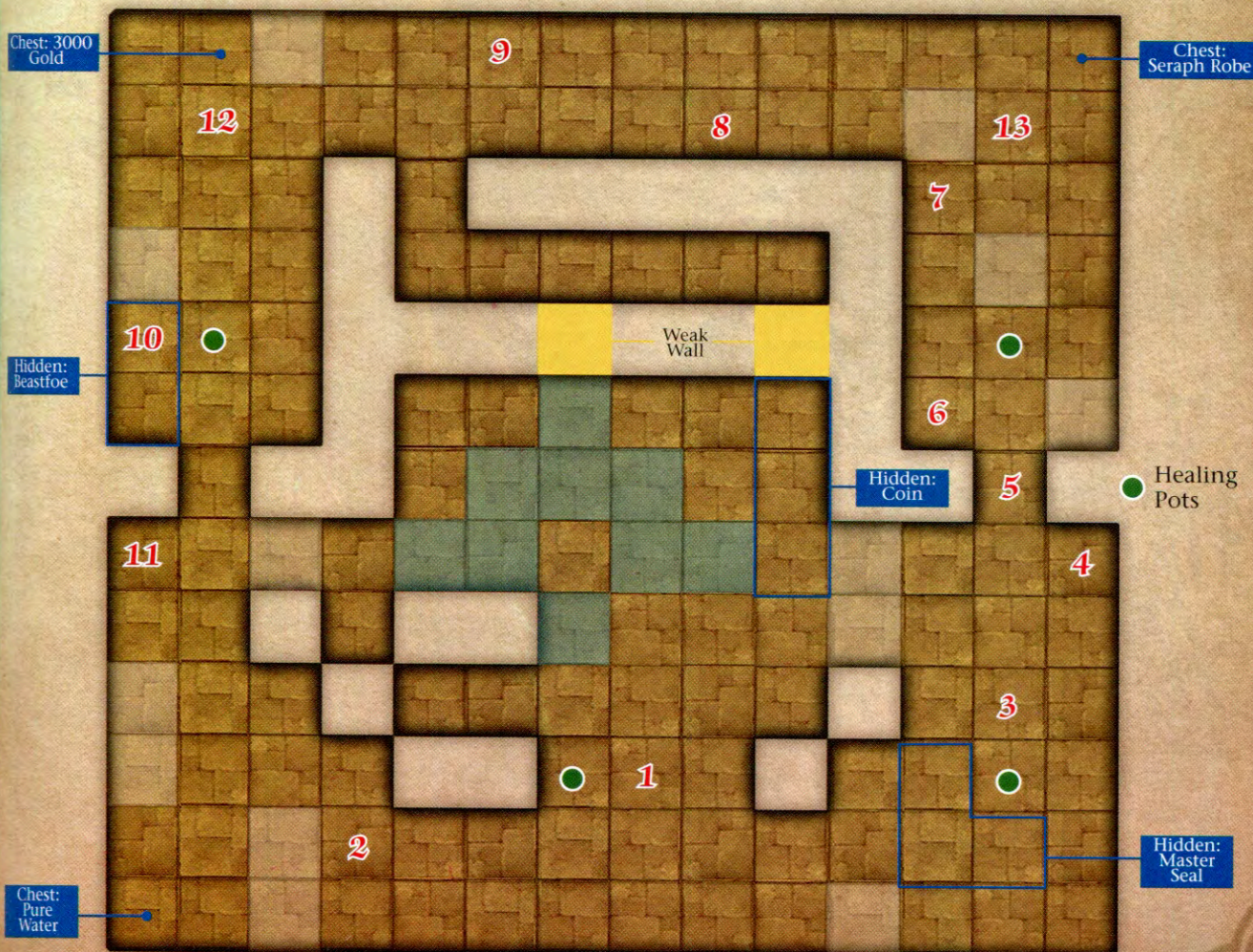
Conditions

Victory: Rout enemy

Defeat: Micaiah or Sothe dies

Player: Dawn Brigade 9

Enemy: Laguz Bandits 17



FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|------------------------|
| 1 | Bandit | Tiger | 2 | Fang |
| 2 | Bandit | Cat | 3 | Claw |
| 3 | Bandit | Cat | 3 | Claw |
| 4 | Bandit | Tiger | 4 | Fang |
| 5 | Bandit | Tiger | 3 | Fang |
| 6 | Bandit | Tiger | 3 | Fang |
| 7 | Bandit | Cat | 4 | Claw |
| 8 | Bandit | Tiger | 3 | Fang |
| 9 | Bandit | Tiger | 4 | Fang, Chest Key |
| 10 | Bandit | Tiger | 4 | Fang |
| 11 | Bandit | Tiger | 4 | Fang |
| 12 | Agony | Tiger | 6 | Fang, Chest Key |
| 13 | Pain | Tiger | 6 | Fang |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 14 | Bandit | Tiger | 4 | Fang |
| 15 | Bandit | Cat | 3 | Claw |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 16 | Bandit | Tiger | 4 | Fang |
| 17 | Bandit | Cat | 4 | Claw |

After moving out of the starting room and defeating the laguz units to the south, you must fight this minor war on three fronts: while Sothe marauds along the north-south path to the west, a contingent must follow the eastern path and defeat a powerful boss. A third group stays behind in the starting room to deal with enemy reinforcements dashing inward from the north, who break through the weakened wall and attack. Try to avoid defeating the last unit before all treasures, both in chests and hidden on the ground, are gathered from the map.



Turn 1:

Position Sothe on the tile at the northeast corner of the starting room and use an Iron Knife to

attack the laguz tiger on the other side of the wall. Sothe may obtain a Coin while standing in this spot. If not, the Coin may be located on one of the two tiles to the south, as indicated on the map.



Form a barrier near the weak spot in the center of the north wall, placing Edward to the left, Leonardo to the right, and Nolan in front. Attack the wall on each move to break through.

Prepare for the enemy phase by positioning Meg and Aran in the two south doorways, and equip



them both with steel weapons if possible. Position Ilyana behind Aran, and Micaiah behind Meg.

CAUTION

Change unit placement as needed to keep support units together, if set up differently than the suggestions in the previous Base Preparations section. Remember to have conversations between support units to strengthen the relationships.



Turn 2:

Kill the non-shifted laguz that moved into place above Nolan, first letting Edward and

Leonardo have their whacks to soften it up. If they kill the closest foe before Nolan gets a shot, he makes no move.



Have Ilyana and Aran team up to take out the laguz near them, letting Ilyana cast Elthunder first. Make

Micaiah cast Light from behind Meg, then let Meg have the kill. Then move Sothe out of the starting room and use the Beast Killer to take out any remaining foes, or position and equip him to achieve this during the enemy phase.

Turn 3: The team at the broken wall should take out another laguz. Position Micaiah behind Nolan and use Sacrifice to heal him. Laura should heal Meg, before Meg moves south, finishing off any remaining foes in the area.



Move Sothe toward the chest in the southwest corner. Move Aran and Ilyana southeast, toward the Healing Pot.

Turn 4: Have Micaiah heal anyone who needs it near the gap in the wall. Laura can then heal Micaiah and accumulate experience, too.



Meg, Aran, and Ilyana can team up to take out any enemies remaining in the southeast corner. Position them in the east, southeast, and south spaces around the Healing Pot. One of them may find a buried Master Seal.

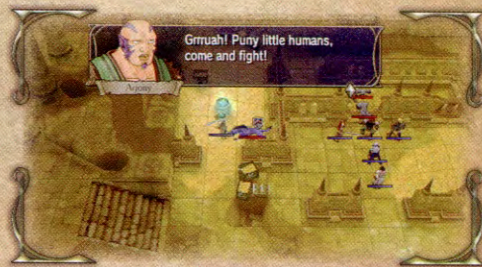
Sothe probably took out several laguz in the last enemy phase. Move him beside the chest in the southwest corner and open it to obtain Pure Water. Everyone else holds position.



Turn 5: Reposition units in the southeast around the Healing Pot for another turn of free rejuvenation.

There's no need to rush north just yet.

Move Sothe north to the tile below a Healing Pot. Move Micaiah to the north-western tile in the starting room, so that she and Sothe share support. On the enemy phase, Agony moves in to confront Sothe and is easily defeated by the Beast Killer.



FIRE EMBLEM

RADIANT DAWN

Turn 6:

The units blocking the hole in the starting room wall can team up to take out another laguz reinforcement that attacked last turn.



The Beastfoe skill scroll is hidden on one of the two tiles to the left of the northwest Healing Pot. Position

Sothe on one tile and then the other next turn if needed to obtain the scroll.

Move the eastern group north to the gap in the wall. Meg cannot withstand the boss's attacks, so place Aran out front with an Iron Lance. Place him in the square south of the Healing Pot, if possible. Position Ilyana just south of him, and Meg below.



Turn 7: Pain moves south to confront the eastern group. Aran can only use a Vulnerary or Herb to prepare for each enemy phase, while Ilyana attacks indirectly. If things in Micaiah's group are stable, move Micaiah into the northeastern square in the starting room and cast Thani on Pain through the wall.



If by luck you defeat Pain this turn, then move Meg into Pain's old spot to block the next laguz in line. Unequip her weapon to prevent killing this laguz.

If the Beastfoe is found, move Sothe north to draw the attention of one of the laguz reinforcements appearing at the north doorway.



Turn 8:

Sothe can finally open the chest in the northwest corner to obtain 3,000 gold. Avoid taking out the laguz near Aran's group.



Turn 9:

Move Sothe toward the northeast treasure chest, while Micaiah's group takes

out the last laguz reinforcement attempting to break into the starting room.

Turn 10:
Continue moving Sothe toward the northeast treasure chest.



Turn 11: Sothe can open the northeast chest to obtain a Seraph Robe. Kill any remaining enemy(s).

Bonus Experience (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 300 |
| Victory in 10 Turns or Less | 150 |
| Victory in 15 Turns or Less | 75 |
| Maximum Bonus | 450 |

Base Preparations: Part I Chapter 5

Info: View "Sothe" to obtain 10,000 gold, and view Nailah to recruit Volug, a wolf laguz who can stay transformed throughout battles! Other minor conversations are available if units have survived this long.

Manage: Top off EXP and take everyone to the next level. Give extra levels to Micalah, Laura, and Meg if possible.

Shop: From the Bargain screen, purchase a Wind Edge for Meg to give her ranged attacks. Buy the Iron Longbow for Leonardo. Save the rest of your gold.

Items: Give the Beastfoe skill to the Convoy for now. Later, you must give it to Ilyana so that it can be used the next time laguz enemies are encountered in Part III. Use the Seraph Robe to increase Micaiah's HP.

Use the Master Seal to change the class of a unit. Aran, Ilyana, or Nolan should all be level 10 or higher and eligible to use the item. Nolan is the obvious choice, but keep in mind that a unit who levels up naturally receives greater statistical bonuses than one who uses an item.

| Warrior | Lv | 1 |
|---------|----|----|
| HP | 34 | +2 |
| Str | 14 | +1 |
| Mag | 3 | +2 |
| Skill | 14 | +1 |
| Cn | 14 | +1 |
| Sp | 12 | +1 |
| Lck | 11 | |
| Def | 14 | +1 |
| Res | 7 | +2 |
| Mv | 7 | +1 |



FIRE EMBLEM

RADIANT DAWN

Part I Chapter 5: The Lost Heir

Hearing rumors of a successor to Ashnard, the Dawn Brigade continues through the deserts of Hatari. Following Volug's instincts, Micaiah and the Dawn Brigade stumble upon a turbulent standoff between three Daein warriors and overwhelming Begnion forces. They immediately decide to help the Daeins and determine what could possibly be so important to risk life and limb.



New Units

Volug

Volug can travel long distances and defeat enemies in a single action. However, he tends to be weak against fire magic. Avoid placing him within range of Mages wielding Fire tomes, and he should prove extremely valuable in every battle.



Conditions

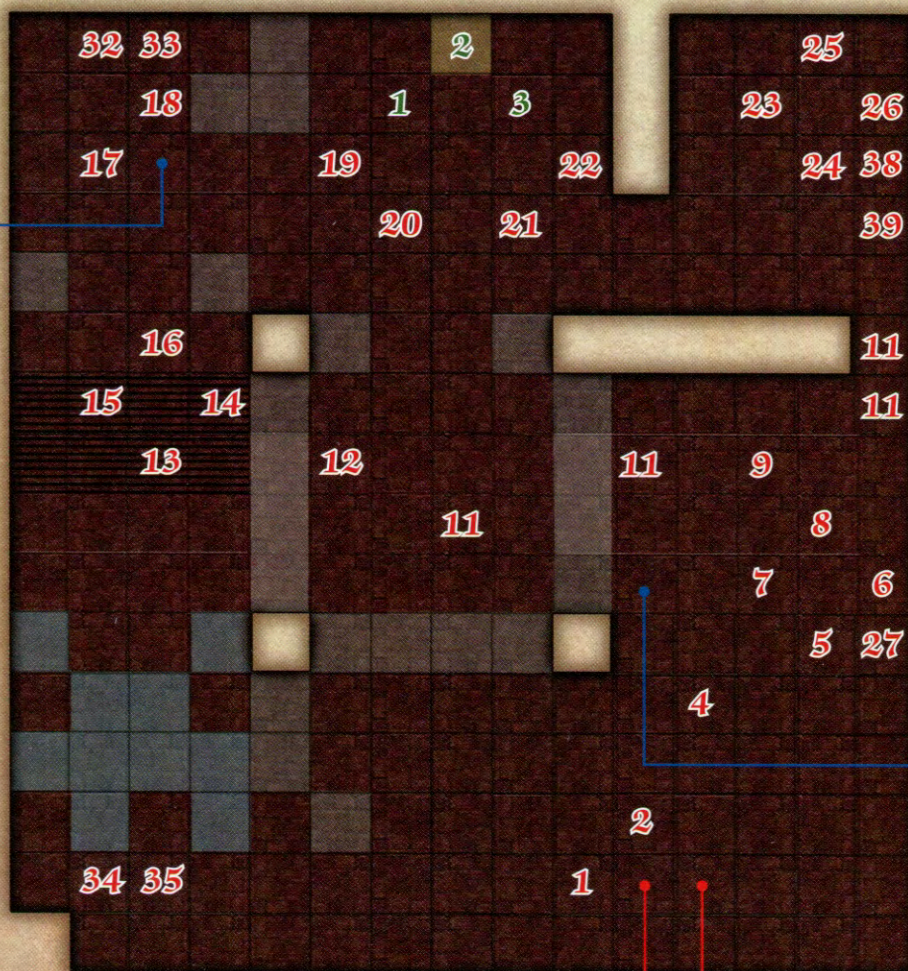
Victory: Defend for 6 turns

Defeat: Micaiah or Sothe dies, Volug dies, other unit dies, enemy seizes location

Player: Dawn Brigade 10

Enemy: Begnion 39

Hidden:
Concoction



Hidden:
Coin

3, 28, 36 29, 37

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|-----------|----|--------------------------|
| 1 | Begnion | Fighter | 9 | Steel Axe |
| 2 | Begnion | Soldier | 11 | Steel Lance, Master Seal |
| 3 | Begnion | Fire Mage | 9 | Fire |
| 4 | Begnion | Fighter | 9 | Hand Axe |
| 5 | Begnion | Fire Mage | 10 | Fire |
| 6 | Begnion | Priest | 8 | Heal Staff, Vulnerary |
| 7 | Begnion | Archer | 9 | Steel Bow |
| 8 | Begnion | Soldier | 10 | Javelin |
| 9 | Begnion | Archer | 8 | Iron Bow |
| 10 | Begnion | Fighter | 9 | Steel Axe |
| 11 | Begnion | Soldier | 10 | Steel Lance |
| 12 | Begnion | Myrmidon | 9 | Steel Sword |
| 13 | Begnion | Fighter | 9 | Iron Axe |
| 14 | Begnion | Myrmidon | 10 | Steel Sword |
| 15 | Begnion | Myrmidon | 8 | Steel Sword |
| 16 | Begnion | Fighter | 9 | Steel Axe |
| 17 | Begnion | Fire Mage | 8 | Fire, Vulnerary |
| 18 | Begnion | Fighter | 10 | Steel Axe |
| 19 | Begnion | Soldier | 10 | Javelin |
| 20 | Begnion | Soldier | 9 | Steel Lance |
| 21 | Begnion | Soldier | 9 | Steel Lance, Vulnerary |
| 22 | Begnion | Fighter | 9 | Steel Axe |
| 23 | Begnion | Soldier | 9 | Steel Lance |
| 24 | Begnion | Soldier | 9 | Steel Lance |
| 25 | Begnion | Soldier | 11 | Javelin |
| 26 | Begnion | Fire Mage | 10 | Fire |
| 27 | Wystan | Fire Mage | 14 | Elfire, Shine Barrier |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|---------|-----------|----|-------------|
| 28 | Begnion | Fire Mage | 10 | Fire |
| 29 | Begnion | Fire Mage | 10 | Fire |
| 30 | Begnion | Soldier | 11 | Steel Lance |
| 31 | Begnion | Fighter | 11 | Steel Axe |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 32 | Begnion | Soldier | 9 | Steel Lance |
| 33 | Begnion | Soldier | 9 | Steel Lance |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|----------|----|-------------|
| 34 | Begnion | Myrmidon | 10 | Steel Sword |
| 35 | Begnion | Myrmidon | 10 | Steel Sword |
| 36 | Begnion | Soldier | 9 | Steel Lance |
| 37 | Begnion | Soldier | 10 | Steel Lance |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-----------|
| 38 | Begnion | Soldier | 11 | Javelin |
| 39 | Begnion | Archer | 10 | Steel Bow |

Other Team Units

| No. | Name | Class | Lv | Items |
|-----|----------|---------------|----|----------------------------------|
| 1 | Jill | Dracoknight | 14 | Steel Axe, Hand Axe, Vulnerary |
| 2 | Tauroneo | Lance General | 14 | Silver Lance, Javelin, Vulnerary |
| 3 | Zihark | Swordmaster | 3 | Killing Edge, Vulnerary |

Worry not about Tauroneo's team; they can easily take out any enemy that enters their zone and heal their own wounds. Tauroneo will die before stepping off the seize target. After defeating all enemies along the west side, most of your units should take and hold the raised platform in the middle. Meanwhile, Sothe must go on yet another solo mission to steal valuable items from two enemies, including the boss, Wystan. One way or another, the battle ends in six turns. Good luck with the thievery!

Turn 1:

Place the cursor over the Soldier to the south who carries a Master Seal, and press ② to lock his



range onscreen. Move Sothe into the niche formed by the terrain on the left side of his range. Use a throwing knife to kill the fighter two spaces away.



Move Volug to the Fighter farthest north and take him out. Team up all other units to take out the enemies on

the stairs. Place tough units such as Nolan, Meg, and Aran or Edward at the bottom of the ledge to prevent enemies from dropping from above and attacking during the enemy phase.



Turn 2: Steal the Master Seal from the Soldier that moved near Sothe during the enemy phase. Micaiah, Aran, and Ilyana should move north and take out the Fire Mage and the reinforcements arriving from the north on the next turn. The rest should begin climbing over the ledge onto the central platform and taking out the Soldiers and Fighters positioned there. Equip them with ranged weapons, if possible.

FIRE EMBLEM

RADIANT DAWN



Turn 3: Micaiah and Aran can take out the reinforcement on the left, while Ilyana should be able to cast

Elthunder twice against the Soldier on the left. Micaiah can attack the reinforcement to the right from the square where a Concoction is buried, while Aran finishes him off with a direct attack.

TIP

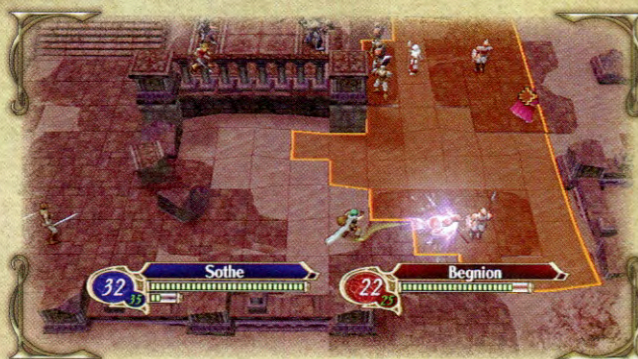
Depending on Micaiah's level and luck, she may need to wait on the square where the Concoction is buried for more than one turn.

Move Volug and Nolan to the east side of the central platform to prevent enemies from climbing up the ledge.

Place Nolan beside the wolf, equipped with a Hand Axe to counter arrows and Javelins. This turn or the next, form a defensive line along the west ledge using Meg and Edward equipped with Wind Edge swords, and Leonardo.



Place the cursor on Wystan and press ② to mark his range. Move Sothe into one of the squares just out of the boss's range.



Turn 4: Units defending the ledges should use recovery items if needed. Move Sothe southeast to take out the two reinforcements. Position Sothe north of the Soldiers, but out of the boss's range.



Turn 5: Move Sothe to the space where a Coin is buried. Unequip his weapon, and use a Vulnerary if HP is below maximum. He should obtain the buried Coin immediately.

Turn 6: Steal the Shine Barrier from Wystan. Have Volug or Nolan jump down from the platform and kill the boss, if possible.



| Bonus Experience (Normal and Hard Modes) | |
|--|-----------|
| Condition | Bonus EXP |
| Victory | 400 |
| Maximum Bonus | 400 |

Base Preparations: Part I Chapter 6



Could she... Could she be the Silver-Haired Maiden?

Info: View conversations available to obtain 1,000 gold and a Renewal skill scroll.

Manage: Top off experience points to level up all but the new characters. Raise Micaiah and Laura to additional levels, if possible. Assign the Renewal skill to Volug.

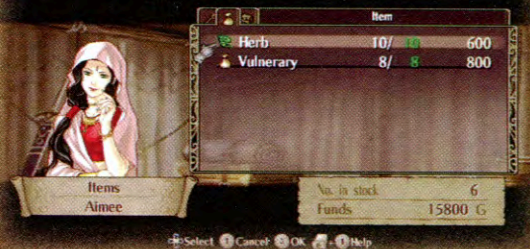
Support: See if it is possible to create more support relationships, perhaps between Ilyana and Aran.

Shop: Forge another upgraded Iron Knife for Sothe if necessary. **Do not go into the next battle without an Iron Knife.** Vulneraries are now available to purchase in

the Shop. Provide one to whoever needs it, especially Meg, Nolan, and Aran. If Nolan's Steel Axe is getting weary, buy another in the Armory.

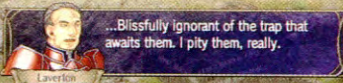
Items: Trade the Concoction to Volug. Give his Vulnerary to another character, or the Convoy. Trade the Shine Barrier to Micaiah, who might make good use of it in a later chapter. Use the stolen Master Seal to upgrade another character. Edward, Leonardo, Ilyana, Aran, Nolan, and Jill should all be eligible candidates after distributing bonus experience.

What are you looking for?



Part I Chapter 6: Raise the Standard

Stage 1



Lavello

Having found Ashnard's heir, Prince Pelleas, Micaiah and the newly formed Daein Liberation Army march west toward Nevassa, determined to free imprisoned Daein soldiers and take back the capital city. Little do they realize large battalions of Begnion forces await them in Turin.

New Units

Tauroneo

Tauroneo is available for only a few battles, so enjoy him while you have him. His armor and Resolve skill makes him resilient against most attacks. He makes an excellent front-line soldier.



Jill

Capable of flying across mountains, rivers, and streams to attack, Jill is a formidable fighter. However, you must be able to attack and then retreat to safe terrain. Do not be too hasty for the kill, or Jill may end up in trouble.



Zihark

An expert Sword-master, Zihark can dodge attacks well and kill several foes in a single turn. However, do not get cocky and move him too far ahead on the battlefield. He weakens when surrounded.



Conditions

Victory: Rout enemy

Defeat: Micaiah or Sothe dies, Volug dies, Tauroneo dies

Player: Liberators 13

Enemy: Begnion 33

Line A

16, 32



15, 27

| Enemy Reinforcements: Turn 2 | | | | |
|------------------------------|---------|----------------|----|-------------|
| No. | Name | Class | Lv | Items |
| 15 | Begnion | Pegasus Knight | 11 | Steel Lance |
| 16 | Begnion | Pegasus Knight | 11 | Steel Lance |
| 17 | Begnion | Thunder Mage | 12 | Thunder |
| 18 | Begnion | Thunder Mage | 12 | Elthunder |

Enemy Reinforcements: Entering Zone A

| No. | Name | Class | Lv | Items |
|-----|---------|----------------|----|-------------|
| 29 | Begnion | Soldier | 11 | Steel Lance |
| 30 | Begnion | Soldier | 10 | Javelin |
| 31 | Begnion | Pegasus Knight | 11 | Javelin |
| 32 | Begnion | Pegasus Knight | 12 | Steel Lance |
| 33 | Begnion | Pegasus Knight | 12 | Javelin |

Take Zihark and Nolan north to take out reinforcements immediately arriving through the northeast pass. Meanwhile, everyone else must take the field and fight toward the northwest gate. Flying reinforcements besiege the battlefield from all sides, making it important to surround and defend weaker units near the edges of the field.

Turn 1: Move Zihark and Nolan toward the Fighter in the northeast corner, while everyone else takes the field. Volug and Tauroneo should be out front, taking the first kills and the brunt of retaliation on the enemy phase. Resist the urge to move Jill too far forward with so many active enemies. Move her to a safe spot in formation.



Turn 2: Move Sothe onto the space where a hidden Coin is located, and take out anyone nearby. Use the cursor to open the movement and attack ranges of the new flying units on the field. Avoid moving weaker units within their range, while moving Tauroneo, Leonardo, and Jill to spaces just outside their range.

TIP

Sothe may need to wait on the buried treasure spot for more than one turn to obtain the Coin.



After healing from Laura or Micaiah, Volug can charge west and attack the Myrmidon helping to block the narrow pass.

Turn 3:

Use ranged weapons to take out the Pegasus Knights that flew onto the main field last turn.

Move weak units past the field's midpoint but keep them out of range of the flying reinforcements new this turn. Move Sothe to the far west, attacking one of the armors blocking the passage if possible.



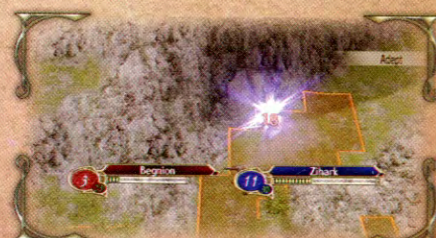
In the northeast corner, coordinate so that Zihark kills the Armor Sword that drops a Steel Sword, and Nolan kills the Armor Axe that drops a Hammer.



Turn 4: Open the movement ranges of both Pegasus Knights that attacked last round, and move all units out of their range save for Nolan and Zihark in the upper corner. Continue attacking and killing units to the west.

for Nolan and Zihark in the upper corner. Continue attacking and killing units to the west.

Nolan and Zihark should be able to finish off the enemies in the northeast corner and heal if needed.



FIRE EMBLEM

RADIANT DAWN



Turn 5: Move Sothe through the narrow pass to the spot where an Arms Scroll is hidden. He may

have to wait there several turns to find the buried treasure. Move other units into the southwest corner, keeping weaker units out of Zone A as marked in this guidebook. Move tough guys like Volug and Tauroneo into Zone A to draw the bad guys out.

Nolan and Zihark can make short work of the Pegasus Knights in the northeast corner.



Turn 6: With the Zone A reinforcements on the field, move tough guys with near-full HP northwest to take out the enemies near the gate. Move weaker units southwest out of the Pegasus Knights' combined range. Move Nolan and Zihark back toward the main field, attempting to draw at least one of the Pegasus Knights toward them.

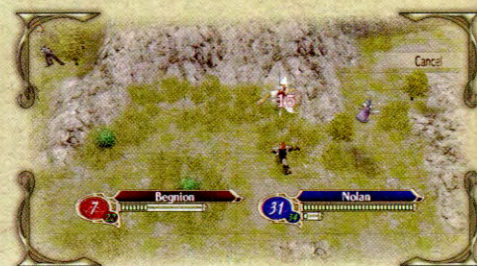


Turn 7: Try to clear out the remaining units in the northwest corner, using Micaiah's Thani tome against the

armors. Move weak units stowed in the southwest corner north just outside of the new Pegasus Knights' range.

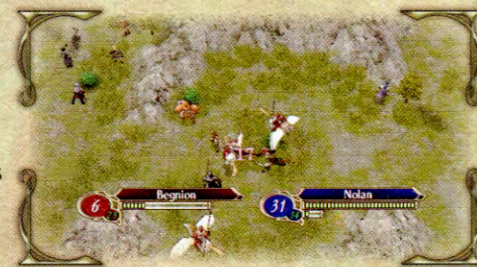
Take Nolan and Zihark into the middle of the battlefield, taking out any Pegasus Knights within range.

If all goes well, the new Pegasus Knights move toward Nolan and Zihark during the next enemy phase.



Turn 8: Flood the main field, taking as many shots at the Pegasus Knights as you can.

Meanwhile, kill the Priest near the northwest gate with direct attacks.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 600 |
| Victory in 10 Turns or Less | 300 |
| Victory in 13 Turns or Less | 150 |
| Maximum Bonus | 900 |

Stage 2

Conditions

Victory: Defeat boss

Defeat: Micaiah or Sothe dies, Volug dies, Tauroneo dies

Player: Liberators 13

Other: Maradan Army 8

Enemy: Begnion 43



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|---------------------------|
| 1 | Begnion | Fighter | 10 | Steel Axe |
| 2 | Begnion | Soldier | 10 | Steel Lance |
| 3 | Begnion | Fighter | 10 | Steel Axe |
| 4 | Begnion | Archer | 11 | Steel Bow |
| 5 | Begnion | Axe Knight | 13 | Steel Axe |
| 6 | Begnion | Lance Knight | 10 | Steel Lance |
| 7 | Begnion | Sword Knight | 11 | Wind Edge, Red Gem |
| 8 | Begnion | Sword Knight | 10 | Steel Sword |
| 9 | Begnion | Sword Knight | 11 | Steel Sword |
| 10 | Begnion | Lance Knight | 12 | Javelin |
| 11 | Begnion | Lance Knight | 11 | Steel Lance |
| 12 | Begnion | Lance Knight | 11 | Steel Lance |
| 13 | Begnion | Sword Knight | 12 | Steel Sword |
| 14 | Begnion | Sword Knight | 12 | Steel Sword |
| 15 | Begnion | Sword Knight | 13 | Steel Sword |
| 16 | Begnion | Fire Mage | 13 | Elfire |
| 17 | Begnion | Archer | 13 | Steel Bow |
| 18 | Begnion | Archer | 11 | Steel Bow |
| 19 | Begnion | Soldier | 13 | Steel Lance, Javelin |
| 20 | Begnion | Axe Knight | 13 | Hand Axe |
| 21 | Begnion | Lance Knight | 12 | Javelin |
| 22 | Begnion | Lance Knight | 12 | Javelin |
| 23 | Begnion | Fire Mage | 11 | Elfire |
| 24 | Begnion | Fire Mage | 10 | Elfire |
| 25 | Begnion | Bow Knight | 11 | Steel Bow |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------|--------------|----|--------------------------------------|
| 26 | Begnion | Axe Knight | 11 | Steel Axe |
| 27 | Begnion | Axe Knight | 12 | Steel Axe |
| 28 | Begnion | Archer | 13 | Steel Bow |
| 29 | Begnion | Priest | 10 | Heal |
| 30 | Begnion | Fire Mage | 13 | Elfire |
| 31 | Begnion | Soldier | 9 | Steel Lance |
| 32 | Begnion | Myrmidon | 9 | Steel Sword |
| 33 | Laverton | Lance Knight | 16 | Steel Lance, Javelin, Paragon |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-------------|
| 34 | Begnion | Priest | 10 | Heal Staff |
| 35 | Begnion | Lance Knight | 12 | Javelin |
| 36 | Begnion | Lance Knight | 13 | Steel Lance |
| 37 | Begnion | Bow Knight | 11 | Steel Bow |
| 38 | Begnion | Sword Knight | 13 | Steel Sword |
| 39 | Begnion | Sword Knight | 13 | Wind Edge |
| 40 | Begnion | Bow Knight | 13 | Steel Bow |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-----------|
| 41 | Begnion | Axe Knight | 13 | Hand Axe |
| 42 | Begnion | Axe Knight | 13 | Steel Axe |
| 43 | Begnion | Axe Knight | 13 | Steel Axe |

FIRE EMBLEM

RADIANT DAWN

Other Units (Normal Mode)

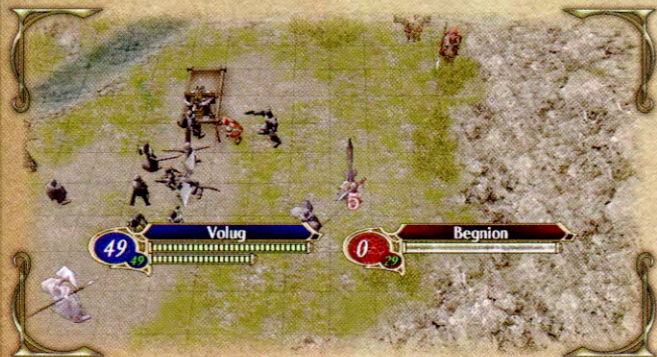
| No. | Name | Class | Lv | Items |
|-----|---------------|--------------|----|---------------------------------|
| 1 | Fiona | Lance Knight | 9 | Steel Lance, Javelin, Vulnerary |
| 2 | Marado Knight | Axe Knight | 9 | Steel Axe, Vulnerary |
| 3 | Marado Knight | Axe Knight | 9 | Hand Axe, Vulnerary |
| 4 | Marado Knight | Sword Knight | 9 | Steel Sword, Vulnerary |
| 5 | Marado Knight | Sword Knight | 9 | Steel Sword, Vulnerary |
| 6 | Marado Knight | Bow Knight | 8 | Steel Bow, Vulnerary |
| 7 | Marado Knight | Sword Knight | 9 | Steel Sword, Vulnerary |
| 8 | Marado Knight | Bow Knight | 9 | Steel Bow, Vulnerary |

Before battle, reposition units to place Nolan and Meg out front, so they can get up field more quickly. Trade the Wind Edge from Meg to Zihark. This battle presents an overwhelming number of mounted enemy units. The best strategy is to draw out the boss, Laverton, and kill him as quickly as possible.



Turn 1: Create a battle save. The ballista not far from the entrance must be disabled in the first turn

by killing the Archer behind it. Move Sothe to spot directly below the ballista, and use a throwing knife to kill the Archer operating the machine. If the Archer lives, reset and try again.



With the Archer operating the ballista dead, spread out and kill the enemies surrounding the entrance. Keep Nolan, Edward, Volug, and Jill to the right. Move Tauroneo and Aran to block the bridge on the right, with Ilyana and Laura nearby.

NOTE

The Marado Knights switch teams at the beginning of the enemy phase, following a gross attempt by Laverton to coerce the Liberators into

surrender. They rescue the prisoners Begnion intended to execute, and start moving toward the eastern bridge. Bonus experience is awarded for each Marado Knight and prisoner who lives to the end of the battle.



Turn 2: Move Tauroneo and Aran onto the bridge, and finish off some of the knights that attacked last

turn. Attack indirectly from behind them with Ilyana and Sothe. Keep Laura and Zihark to the rear.

Move Volug all the way up to the top end of the east bridge, and kill the enemy blocking it. Move Nolan, Edward, and Leonardo in the same direction.



Turn 3:

As Begnion attacks the Maradans, move Volug north and kill the next-closest enemy. Move Nolan north past the Maradans, and let Edward block the bridge with Leonardo behind him.





Kill more of the knights approaching the west bridge. Start moving your units onto the grass of the opposite bank.

Position Jill over the river. This agitates the boss, and he begins to move east with the other knights.



Turn 4: On the west bridge, take out any knights remaining and start moving up the slope toward the next ballista emplacement. Heal units before moving them north or use items at the end of their move. Avoid moving weak units such as Laura north of the bridge, or she could be killed by a single ballista shot.



Most of the Maradans should be over the bridge. Micaiah can approach and speak to Fiona, if desired. Volug

and Nolan can take the fight to the Begnions gathering to the north, while Meg and/or Edward block the bridge with Leonardo for support.



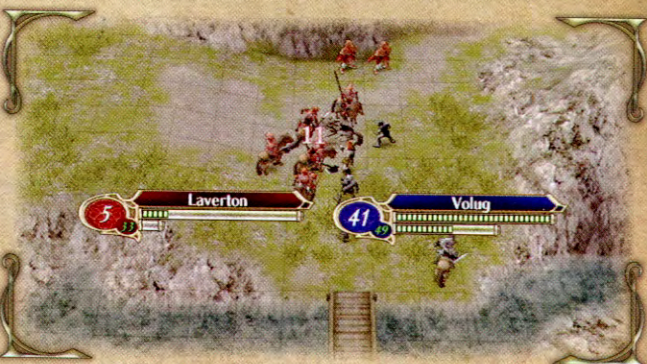
Hovering over the river, Jill can perform hit and run raids against the Priest and two Mages positioned on the opposite bank, retreating to the safety of the river each time.



Turn 5:

Move Sothe up to the ridge and use a throwing knife to kill the Mage above. A Master Seal

is buried on one of the four tiles in this area, as marked on the maps above. Hopefully Sothe finds it, because the battle won't last much longer one way or another.



Just as unwanted reinforcements arrive, Laverton moves in and attacks your units to the east. Attack him from all sides to win the battle.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 800 |
| Victory in 15 Turns or Less | 400 |
| Victory in 18 Turns or Less | 200 |
| Each Marado Knight Survives | 200x8 |
| Each Prisoner Survives | 200x5 |
| Maximum Bonus | 3,800 |

FIRE EMBLEM RADIANT DAWN

Base Preparations: Part I Chapter 7



Info: View the scene with Pelleas to obtain a Brave Sword. Other conversations may be available as well.

Manage: Top off experience and level up everyone. Assign the Paragon skill to an upper class character, such as Sothe, Nolan, or whomever else used a Master Seal to improve.



Items: Trade the Brave Sword to Edward, Zihark, or Meg. Use the Arms Scroll to upgrade Micaiah's Weapon Level, and use the Master Seal to change the class of another beorc character. If you intend to use Fiona, for what few chapters she is available, it is strongly recommended that you raise her to level 10 with bonus experience, then use a Master Seal on her. Even then, you may not be pleased with the results. If you do not intend to use Fiona, give her possessions to other lance wielders. Tauroneo takes a long sabbatical, so trade his Silver Lance to a lancer who may be able to use it soon.

Shop: Sell the Red Gem for 2,500 gold. Otherwise, retain your wealth for now.

Part I Chapter 7: A Gathering Hope

The Liberation Army attacks the Umono Prison Camp in an attempt to free Daein soldiers and strengthen their numbers before the final showdown against General Jarod. Little do they realize that unexpected help is on the way...



New Units

Fiona

The numerous ledges in this stage and the movement penalties Fiona suffers can significantly hinder her efficiency in this battle. We strongly recommend not using her in this battle, if ever.



Conditions

Victory: Seize

Defeat: Micaiah or Sothe dies, Volug dies

Player: Liberators 9

Enemy: Begnion 38

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|------------------------------|
| 1 | Begnion | Soldier | 12 | Steel Lance |
| 2 | Begnion | Myrmidon | 13 | Steel Sword |
| 3 | Begnion | Fighter | 13 | Hand Axe |
| 4 | Begnion | Myrmidon | 14 | Steel Sword |
| 5 | Begnion | Fighter | 14 | Steel Axe |
| 6 | Begnion | Armor Axe | 14 | Hand Axe |
| 7 | Begnion | Myrmidon | 14 | Iron Blade |
| 8 | Begnion | Wind Mage | 12 | Wind |
| 9 | Begnion | Fire Mage | 12 | Elfire |
| 10 | Begnion | Armor Axe | 14 | Hand Axe, Vulnerary |
| 11 | Begnion | Archer | 12 | Steel Bow |
| 12 | Begnion | Soldier | 12 | Steel Lance, Door Key |
| 13 | Begnion | Armor Lance | 13 | Steel Lance |
| 14 | Begnion | Armor Lance | 13 | Steel Lance |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|------------------------------|
| 15 | Begnion | Fire Mage | 14 | Elfire |
| 16 | Begnion | Soldier | 12 | Steel Lance |
| 17 | Begnion | Armor Lance | 12 | Steel Lance |
| 18 | Begnion | Armor Lance | 11 | Javelin |
| 19 | Begnion | Soldier | 12 | Steel Lance, Door Key |
| 20 | Begnion | Fire Mage | 14 | Elfire |
| 21 | Begnion | Wind Mage | 13 | Elwind |
| 22 | Begnion | Archer | 13 | Iron Longbow |
| 23 | Begnion | Archer | 14 | Steel Bow |
| 24 | Begnion | Archer | 14 | Steel Bow |
| 25 | Djur | Armor Sword | 18 | Storm Sword, Vulnerary |



Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|---------|-----------|----|-------------|
| 26 | Begnion | Soldier | 12 | Steel Lance |
| 27 | Begnion | Fire Mage | 13 | Elfire |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 28 | Begnion | Fighter | 14 | Hand Axe |
| 29 | Begnion | Fighter | 14 | Hand Axe |
| 30 | Begnion | Archer | 14 | Steel Bow |
| 31 | Begnion | Archer | 14 | Steel Bow |
| 32 | Begnion | Soldier | 14 | Steel Lance |
| 33 | Begnion | Soldier | 14 | Steel Lance |
| 34 | Begnion | Archer | 14 | Steel Bow |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|---------|
| 35 | Begnion | Armor Lance | 14 | Javelin |
| 36 | Begnion | Fire Mage | 14 | Elfire |
| 37 | Begnion | Armor Lance | 14 | Javelin |
| 38 | Begnion | Wind Mage | 14 | Elwind |

Allied Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|--------|-----------|----|-----------------|
| 1 | Tormod | Fire Sage | 5 | Elfire, Fire |
| 2 | Muarim | Tiger | 19 | Fang, Vulnerary |
| 3 | Vika | Raven | 13 | Beak, Herb |

Other Units

| No. | Name | Class | Lv | Items |
|-----|----------|---------|----|-------|
| 1 | Ex-Daein | Soldier | 1 | None |

While prepping for battle, place Zihark in the lineup instead of Edward and this battle should feel a little easier. While your party begins navigating along the narrow cell aisle to the west, Tormod and his group enter the dungeon from the southeast and proceed to your position. At that point, have Sothe speak to Tormod to recruit him and his two laguz friends: Muarim and Vika. Following that, fight to the north and take out the guard in front of the double doors to open them. Free the prisoners and keep the aisles clear until they safely escape. Finally, approach and take out Djur, who stands on the seize target. Keep fighting reinforcements until all prisoners are out the door. Then seize and clear the map.

Turn 1: Position Volug and Nolan to block the top of the nearby stair while moving Sothe, Ilyana, Zihark, and others north to take out the Soldier and Myrmidon at the midpoint of the wide passage.



FIRE EMBLEM

RADIANT DAWN



Turn 2: Ignore the armors advancing along the south corridor, as they will soon turn around

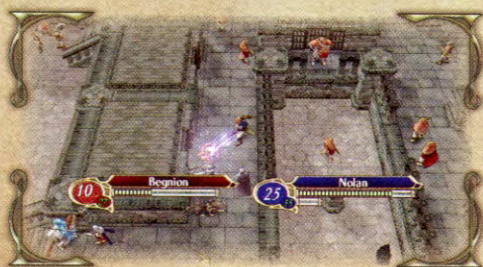
to attack new arrivals Tormod, Maurim, and Vika. Bring the characters you moved north back down to the stairs, and move your entire group up the stairs, destroying the Armor Lances in the way.

CAUTION



Before moving Volug, check the range of the Fire Mage wielding the Elfiré tome, positioned at the next corner to the north. Move Volug into the space just outside this Mage's range. This way, he can eliminate several foes in the enemy phase without threat of annihilation by the Fire Mage.

Turn 3: Take out the guards in front of the first cell door, but do not open the door just yet. Leave Volug positioned at the south corner, out of harm's way. Move other tough units such as Sothe and Nolan north to block the passage against enemies to the north.



Turn 4: With any luck, Tormod finally climbs onto your ledge. Move Sothe next to Tormod and speak to him.

Tormod, Vika, and Muarim immediately join your side.



Take out the Mages that moved down and attacked last turn.

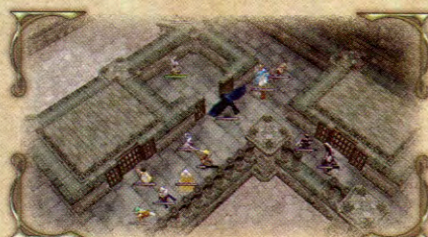
Tormod's first action should be to approach

the corner and cast Elfiré to take out the Armor Axe positioned in front of the north cell.

Do not open the cells this turn. While Vika lingers on the lower level and takes out a few enemies down there, move Muarim and Volug to the north end of the upper level.

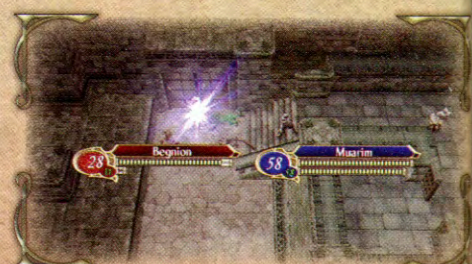


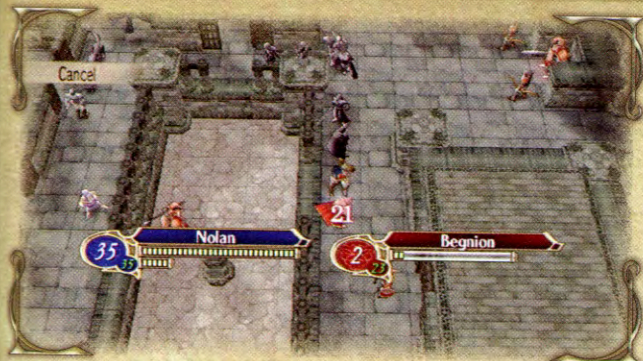
Turn 5: Take out any enemies that approached from the north last turn. Continue moving Volug, Sothe, and Muarim among others toward the enemies blocking the northwest exit door.



If you manage to start attacking the guards near the exit this turn, start opening the cell doors and freeing the prisoners. During the other phase, they gradually move toward the exit.

Turn 6: Move Volug back toward the boss, and heal him if necessary. Muarim can take out the Armor Axe blocking the exit door. The doors open when this enemy dies.





Move other units into the boss's area and south, attacking the Mages positioned along the rail. Djur and his Archers do not move from their spots unless your units fall within their attack range.

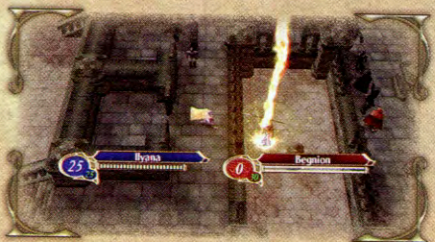
TIP

Characters such as Zihark and Sothe can converse with Tormod and Muarim, respectively. They catch up on old times, having not seen each other since the previous game.



TIP

Prepare for reinforcements by positioning units with ranged attacks, such as Ilyana, Leonardo, Tormod, and Nolan, so that they block the gaps in the railings along the upper level.



Micaiah typically has the second-best Luck of the group, so move her onto the tile at the corner where a Master Seal is hidden. She may have to spend several turns waiting on this spot to collect the item.



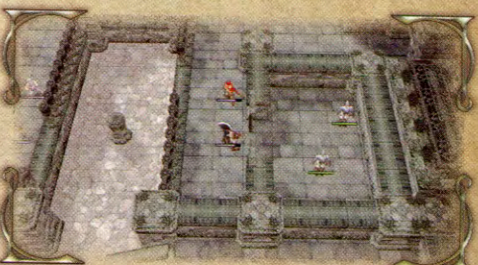
Move units to the outer sides of the Archers guarding Djur, and eliminate them.

Meanwhile,

take out the remaining guards blocking the southeast cell door. Open the cell doors this turn, if possible.

Turn 8: Now or never, open the last cell door in the southeast corner.

Otherwise, the prisoners won't get a far enough head start on the reinforcements arriving soon.

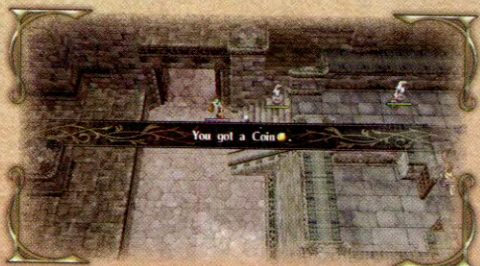


Prepare for incoming reinforcements by moving units in the northwest corner south, and by moving units to block the gaps in the railing surrounding the low central area.



Turn 7:

Kill any foes remaining in the area near the exit door. Try to end Sothe's move with him standing on the space where a Coin is hidden. He should obtain it quite easily.



Gang up and attack Djur. Micaiah's Thani spell does incredible damage to him, but he'll need to

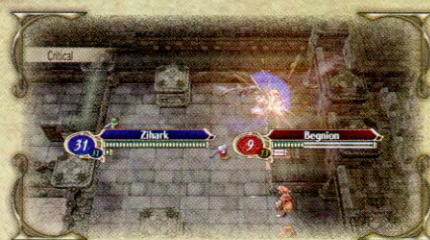
be below 22 HP to prevent him counterattacking.

FIRE EMBLEM

RADIANT DAWN

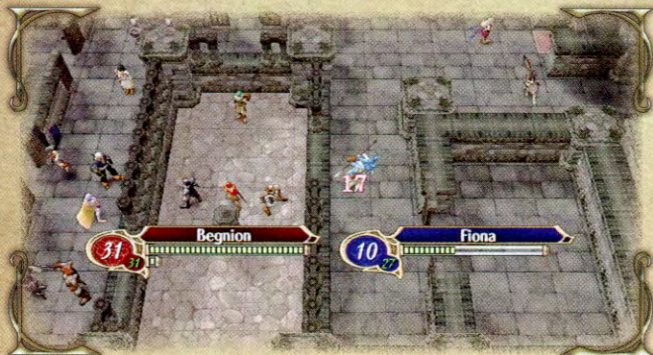
Turn 9:

Continue repositioning units. Try to leave the narrow passage in front of the north cell clear, to prevent slowing down the prisoners headed for the northwest exit. Move Micaiah onto the seize target, or try to obtain the Master Seal again. Leave Volug, Zihark, and Micaiah near the seize target.



Turn 12: The prisoners are not quite out of the woods yet, so take out the reinforcements appearing near the seize target.

Volug can take out the Wind Mage easily, while Micaiah should be able to take out an Armor Lance with a single Thani spell. Have Zihark take out the Fire Mage, and he can tangle with the remaining Armor Lance on the next enemy phase.



Turn 11: The reinforcements finally collide with your units positioned along the rails. Position Sothe, Muarim, and Vika near the top of the southwest stairs to take out forces approaching from the bottom corner, while Nolan, Ilyana, Aran, Tormod, and Leonardo protect the gaps in the rails.

Turn 13: The prisoners have escaped. Allow everyone to have one more attack against the remaining enemies, and then position Micaiah on the seize target and clear the map.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 1,000 |
| Victory in 10 Turns or Less | 500 |
| Victory in 15 Turns or Less | 250 |
| Each Prisoner Freed | 200x5 |
| Each Prisoner Escapes | 400x5 |
| Maximum Bonus | 4,500 |

Base Preparations: Part I Chapter 8

Info: Speak to Tauroneo to obtain a Restore staff, and have a rather weird conversation with Vika to obtain an Ashera Icon.

Items: Give the Restore staff to Laura, and use the Ashera Icon to improve Micaiah's Luck. She will need all the help she can get in an upcoming chapter. Use the Master Seal found in chapter 7 to upgrade yet another unit's class. If Nolan, Aran, and Edward have all changed class, then we strongly recommend Leonardo. If you have not yet upgraded Ilyana, then she is probably close enough to reaching level 21 on her own.



Shop: Make sure that Nolan is set for Steel Axes and Hand Axes, and that Aran is still sporting plenty of Javelins. If not, buy them from the Bargain screen in Aimee's shop. Purchase the Wyrmslayer for Zihark or Edward, your preference. Buy the Olivi Grass and give it to Vika, so that she can transform more rapidly. Do not worry about these expenses, because more funds are on the way soon!

Part I Chapter 8: Glory Unwanted



Apostle Sanaki plans to dispatch an inspection team to investigate the occupation conditions in Daein. The news drives Jarod to desperate measures. He sets up an obvious trap for the Daein Liberators at Shifu Swamp. Hearing that Daein citizens are to be mercilessly executed, Micaiah defies the will of Prince Pelleas's advisor, Izuka, and travels to Shifu Swamp alone to attempt to prevent wholesale slaughter.

New Units

Nailah

Nailah is the queen of the wolves, and rightfully so. Her intense skills make her virtually invincible on the battlefield. Use her to thin out enemy numbers so that lower-level characters have an easier time of it.



Rafiel

Rafiel is a powerful Heron, capable of using the Vigor ability to give up to four units a second move during the same turn. However, until he transforms, he is extremely weak and vulnerable. Avoid placing him in precarious situations.



Conditions

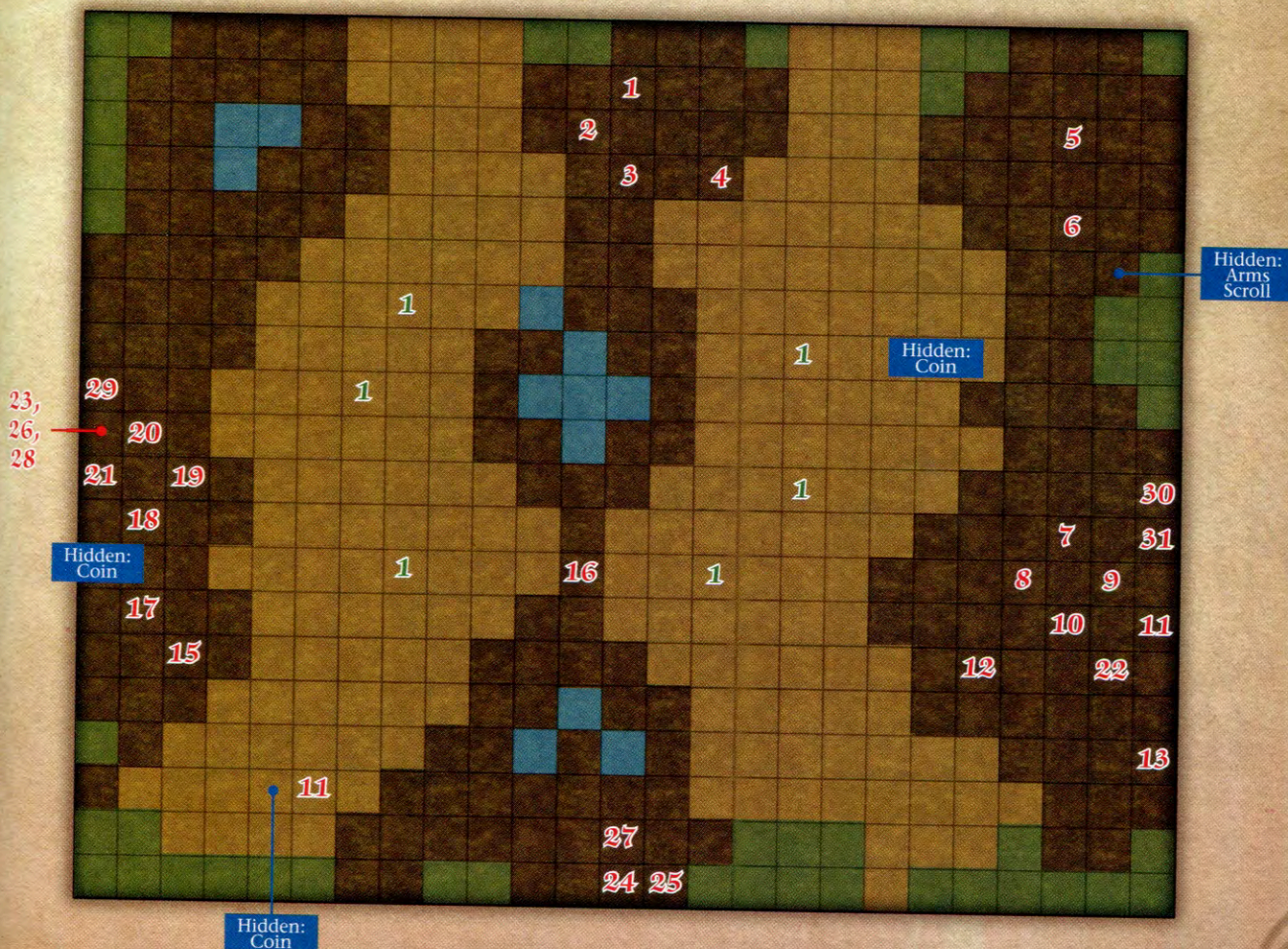
Victory: Rout enemy

Defeat: Micaiah or Sothe dies, Nailah dies, all prisoners die

Player: Liberators 12

Enemy: Occupying Army 31

Other: Prisoner 6



FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-------------|
| 1 | Begnion | Wind Mage | 12 | Elwind |
| 2 | Begnion | Wind Mage | 12 | Elwind |
| 3 | Begnion | Soldier | 13 | Steel Lance |
| 4 | Bandit | Bandit | 12 | Venin Axe |
| 5 | Bandit | Bandit | 14 | Hand Axe |
| 6 | Begnion | Soldier | 14 | Steel Lance |
| 7 | Begnion | Soldier | 14 | Steel Lance |
| 8 | Begnion | Soldier | 14 | Steel Lance |
| 9 | Begnion | Fire Mage | 15 | Elfire |
| 10 | Begnion | Wind Mage | 14 | Elwind |
| 11 | Begnion | Priest | 13 | Heal |
| 12 | Bandit | Bandit | 14 | Venin Axe |
| 13 | Begnion | Dracoknight | 13 | Steel Axe |
| 14 | Bandit | Bandit | 13 | Venin Axe |
| 15 | Bandit | Bandit | 13 | Venin Axe |
| 16 | Bandit | Bandit | 12 | Venin Axe |
| 17 | Bandit | Bandit | 13 | Steel Axe |
| 18 | Begnion | Thunder Mage | 14 | Elthunder |
| 19 | Begnion | Thunder Mage | 14 | Elthunder |
| 20 | Begnion | Soldier | 14 | Javelin |
| 21 | Begnion | Priest | 13 | Heal |
| 22 | Radmin | Thunder Sage | 1 | Elthunder |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|--------|--------|----|-----------|
| 23 | Bandit | Bandit | 13 | Venin Axe |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | HP | Items |
|-----|--------|--------|----|----|-----------|
| 24 | Bandit | Bandit | 14 | 39 | Hand Axe |
| 25 | Bandit | Bandit | 15 | 39 | Steel Axe |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|--------|--------|----|-----------|
| 26 | Bandit | Bandit | 13 | Venin Axe |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|-----------|
| 27 | Begnion | Dracoknight | 13 | Steel Axe |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-----------|
| 28 | Begnion | Thunder Mage | 14 | Elthunder |
| 29 | Begnion | Fire Mage | 14 | Elfire |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|-----------|
| 30 | Begnion | Dracoknight | 14 | Steel Axe |
| 31 | Begnion | Dracoknight | 14 | Hand Axe |

Other Units

| No. | Name | Class | Lv | Items |
|-----|----------|---------|----|-------|
| 1 | Prisoner | Citizen | 4 | — |

Due to the rough swamp terrain, you need units that are tough and move far. Many enemies are equipped with axes, so employ Zihark and Edward. Aran and Nolan are optional for once, but every tough guy helps. Keep Laura in the game to keep everyone healthy. Ilyana and Leonardo prove useful initially, but not in the second half of the battle when most of your units must be able to trudge through the muck quickly.

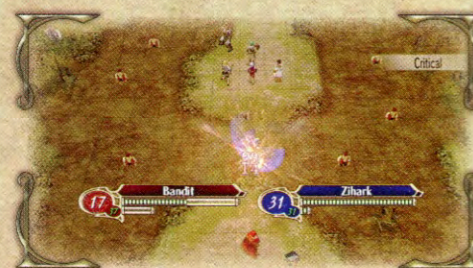
While Nailah, Volug, and Rafel quickly take out the units on the west bank, Maurim and Vika must do what they can to rescue prisoners from the eastern murk and deliver them safely to the central islet. Meanwhile, Micaiah's group must split up. One squad must head north, then east, then south to confront the sadistic Radmin, while a few units head south to help curb wyvern-mounted reinforcements.

Turn 1:

Move Nailah and Volug south. Nailah takes out the Soldier, while Volug easily takes out the Thunder Mage. Move Rafel as far south as he can go, to make him more useful next turn.



Move Zihark south to kill the Bandit standing in the center of the area, and move everyone else upward to attack the enemies to the north.



Move Muarim into the swamp as far as he can go this turn, as close as you can get to the closest prisoner.

Meanwhile, open the Dracoknight's range and move Vika into the square at the far edge. This serves to draw the Dracoknight away from the prisoners for at least the first turn. Have Vika consume an Olivi Grass to raise her transformation gauge.



Tormod can take out the Bandit just west of the south bank. For the rest of the battle, he needs to stay in this area and wait for enemy reinforcements.



Turn 2: Nailah and Volug should be surrounded by foes. Let them each attack and kill an enemy.

Then move Rafiel down into the space between them, and use Vigor to give them both another move this turn. Kill two more enemies, letting the Priest live for now.

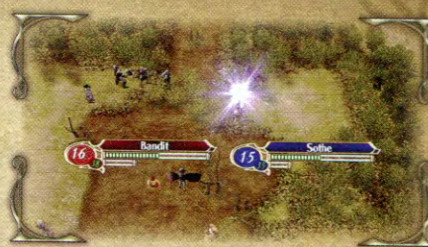


Finish taking out the foes to the north, then start moving Micaiah's group through the muck to the east, with Sothe in the lead.

Turn 3: While Volug takes out the Priest, move Nailah north, but within Rafiel's movement range. Then move Rafiel next to Nailah and use Vigor to give her another move. Trade the Seraph Robe from Rafiel to Nailah.



Spend another turn moving through the sludge, taking the north group east. Allow Micaiah to linger near the back. Sothe should be able to break free of the muck and move southeast, possibly encountering a Bandit.



Zihark and Tormod can easily take out the Bandits that recently appeared in the south.



Turn 4: Volug takes out the newly arrived bandit. Move Rafiel near him to obtain a blessing on the next turn.

Continue slogging through the mud with the north group. Nailah should catch up to them easily. Trade the



Seraph Robe to Micaiah. Move Sothe to the tile where an Arms Scroll is hidden, and use a throwing knife to take out any foes in the area.

TIP

If Micaiah has nothing else to do while staggering through the swamp, use the Seraph Robe to increase her max HP.

FIRE EMBLEM

RADIANT DAWN

Vika should be finally able to shift and attack the Dracoknight. She probably won't kill him in the first attempt, so move Muarim over to the west side of the central bank and continue carrying the prisoner.



Drop Muarim's traveler on the central islet. Meanwhile, Vika must pursue and attack the Dracoknight

who ran away to lick his wounds last turn, even at the risk of exposing herself to danger from the boss and his squad.



Clean up the south area, and use items to heal if necessary.

Turn 5:

While the west area is quiet, move units to the north through the muck and onto the east bank, finally. Move Sothe toward the location of the Coin hidden in the water.



Turn 6: Volug can take out the Wind Mage newly arriving on the scene. Then have Rafiel rejuvenate him so that he can kill the other Mage.



Now that the north group is mostly past the muck, move units south to take on the boss's group. Continue attacking with Vika as well. Move Sothe into the space where the Coin is hidden. Good luck finding it!

The bandit in the swamp should be close enough that transformed Muarim can run into the marsh and kill him.



Tormod should be able to take out the newly arrived Dracoknight in the south easily. If not, Zihark's got his back!



Vika must finish off the Dracoknight this turn.

TIP

With the reinforcements in the south exhausted, move Zihark and Tormod into the swamp to the west to try to find the two Coins hidden there. Continue waiting on those two spaces for the remainder of the battle.



rest of the group gangs up to take out Radmin. Leave no one standing except the Priest, unless Vika has a turn left to take him out.

Turn 7: The east group should be neck deep against the boss and his Mages. Move Nailah down to take out a subordinate, while the

Turn 8: Quickly take out the Dracoknight reinforcements with your strongest nearby units. Kill any remaining foes to clear the battle.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 1,000 |
| Victory in 6 Turns or Less | 750 |
| Victory in 10 Turns or Less | 375 |
| Each Prisoner Survives | 200x6 |
| Maximum Bonus | 2,950 |

Base Preparations: Part I Chapter 9



Micaiah is the only character available. The Arms Scroll and Coin Sothe managed to find during the last battle should be in Micaiah's inventory. Use the Arms Scroll to raise her Light level, hopefully to grade A. Use more Arms Scrolls on her if you have them. Make sure she has the Shine Barrier obtained from Part I Chapter 5 in her inventory. Enter the Info screen to have conversations with Pelleas to obtain 10,000 gold. If Jill yet lives, speak to her to obtain a Pass scroll. Store this scroll in the Convoy for now. The Shine tome is available on the Bargains screen in the Shop. Purchase it. Finally, proceed to the

Award EXP screen and use every bit of bonus experience available to raise Micaiah's level as high as possible. Accomplish all this, and you might just survive the next battle!

Part I Chapter 9: One Survives

Micaiah's heroism at Shifu Swamp galvanizes the citizens and resistance movements of Daein. News of Empress Sanaki's inspection team reaches the liberators, and so does word that the Apostle has commanded all occupation forces to cease operations. With the war apparently just days from being over, Micaiah throws caution to the wind and takes a nap in the forest. Unfortunately, this is the exact mistake Jarod seeks to exploit. He appears in the darkened woods with a large squad of Begnion assassins, determined to kill Micaiah and demoralize the Daein Liberation Army. However, Micaiah may receive some help from a surprising source...



New Units

Black Knight

Invulnerable to harm and capable of killing any foe in a single attack, the Black Knight is the ultimate bodyguard for Micaiah. However, protecting the Priestess of Dawn from all sides should prove extremely challenging, even with such an elite unit under your command.



Conditions

Victory: Defeat boss

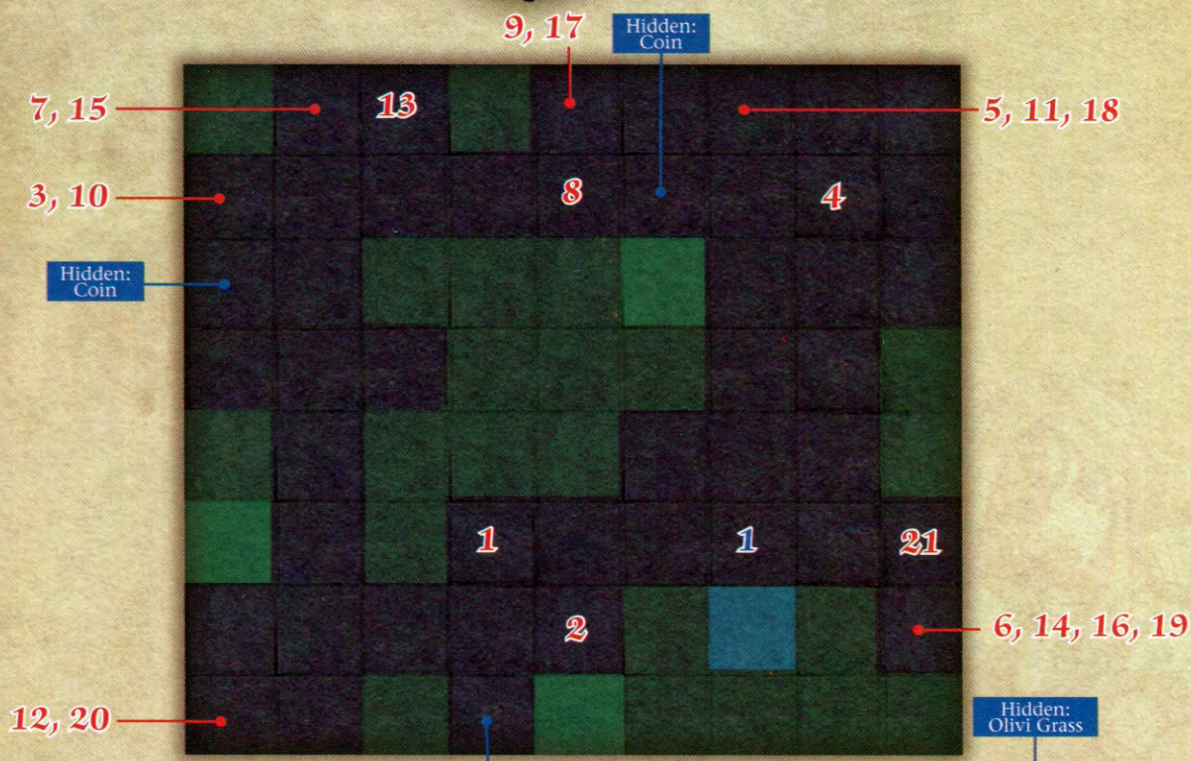
Defeat: Micaiah dies

Player: Liberators 1

Enemy: Occupying Army 21

FIRE EMBLEM

RADIANT DAWN



Allied Reinforcements: Turn 1

| No. | Name | Class | Lv | Items |
|-----|--------------|--------------|----|----------------------|
| 1 | Black Knight | Black Knight | 20 | Alondite, Concoction |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|----------|----|------------------------------|
| 1 | Begnion | Myrmidon | 15 | Steel Sword |
| 2 | Begnion | Fighter | 15 | Steel Axe |
| 3 | Begnion | Fighter | 14 | Steel Axe, Vulnerable |
| 4 | Begnion | Soldier | 16 | Javelin |
| 5 | Begnion | Fighter | 14 | Hand Axe |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 6 | Begnion | Soldier | 14 | Javelin |
| 7 | Begnion | Soldier | 14 | Steel Lance |
| 8 | Begnion | Fighter | 15 | Steel Axe |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|------------------------|
| 9 | Begnion | Soldier | 15 | Steel Lance, Vulnerary |
| 10 | Begnion | Soldier | 15 | Steel Lance |
| 11 | Begnion | Fighter | 15 | Hand Axe |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 12 | Begnion | Soldier | 15 | Steel Lance |
| 13 | Begnion | Archer | 15 | Steel Bow |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|--------|----|-----------|
| 14 | Begnion | Archer | 15 | Steel Bow |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 15 | Begnion | Soldier | 16 | Steel Lance |
| 16 | Begnion | Fighter | 15 | Hand Axe |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | HP | Items |
|-----|---------|---------|----|----|-----------|
| 17 | Begnion | Fighter | 16 | 34 | Steel Axe |
| 18 | Begnion | Archer | 16 | 27 | Steel Bow |
| 19 | Begnion | Fighter | 16 | 32 | Hand Axe |
| 20 | Begnion | Soldier | 15 | 29 | Javelin |

Enemy Reinforcements: All Other Enemies Dead

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 21 | Jarod | Halberdier | 4 | Steel Greatlance |

Winning this battle takes a few tries, so have patience. Positioning Micaiah safely is more important than attacking enemies. Do not take unnecessary risks. Position the Black Knight in narrow, single space passages to prevent enemies from charging out of the fog of war and killing Micaiah. Once the south area seems to clear up, head north and wipe out enemies that fail to move. Finally, move the Black Knight southeast and teach Jarod a lesson.

Turn 1:

Move the Black Knight two spaces east, and take out the Fighter. Move Micaiah into the space behind the Black Knight and talk to him. Then cast Shine to damage the other foe. The Black Knight exterminates the remaining assassin during the enemy phase.



Turn 2: Move the Black Knight west and use a ranged attack from the narrow passage to take out the Fighter who appeared

last turn. The Fighter drops a Vulnerary. Move Micaiah to the space where a hidden Olivi Grass is located. However, Micaiah doesn't find things as easily as Sothe, so do not set your hopes high.

NOTE

If you obtained the Shine Barrier in Part I Chapter 5, place it in the single space between the trees near the entrance. This prevents foes from ambushing Micaiah from the rear as proceed counterclockwise around the forest.

Turn 3: Move the Black Knight east to encounter two enemies approaching from that direction. The Black Knight kills them both in the enemy phase. Make Micaiah wait on the spot where Olivi Grass is hidden.



Turn 4:

Move the Black Knight to block the single space opening to the west. In the enemy phase, he takes out a Soldier reinforcement from the southwest.

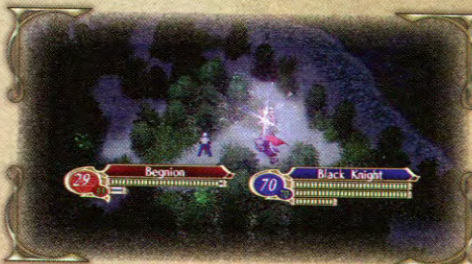


Turn 5:

Move the Black Knight east to encounter a Soldier and Fighter. He destroys these two and an Archer in the enemy phase.



Turn 6: Take out the Archer who appeared last turn to the west.



Turn 7:

Move the Black Knight east as far as possible. A Fighter appears in the lower right corner.

Even if you have not obtained the Olivi Grass, position Micaiah two spaces to his left. The Black Knight takes out the Fighter in the enemy phase.

Turn 8:

Move the Black Knight to the west gap, and move Micaiah back to the Olivi Grass spot.

He kills a Soldier in the enemy phase, and another reinforcement appears in the corner.



Turn 9: Move the Black Knight into the southwest corner and kill the Soldier reinforcement.

FIRE EMBLEM

RADIANT DAWN



Turn 10: Move the Black Knight east to encounter a Fighter. He kills the Fighter during the enemy phase.



Turn 11: Move the Black Knight west, move Micaiah over to the Healing Hedge. A Fighter attacks and dies during the enemy phase.

Turn 12: Move the Black Knight east and north. Micaiah must follow, regardless of finding the Olivi Grass.



Turn 13: Move north and take out a Soldier with a Javelin.



Turn 14: Move north east to find two Soldiers standing in the woods at night. The Black Knight takes out one of them in the enemy phase.

Turn 15: Take out the remaining Soldier. Jarod appears in the southeast corner of the map. Head there over the course of the next few turns.



Turn 18: Defeat Jarod. For the Black Knight, it is as simple as that.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 2,000 |
| Victory in 13 Turns or Less | 1,000 |
| Victory in 15 Turns or Less | 500 |
| Maximum Bonus | 3,000 |

Base Preparations: Part II Endgame

Info: Provided they are still both alive, have conversations with Fiona to obtain a new Thani, and talk with Volug to obtain a Blue Gem.

Manage: Since Micaiah got such a big boost last time, give everyone else as much bonus experience as possible. Focus on units such as Zihark, Nailah, Edward, Leonardo, Nolan, and especially Laura. Assign the Pass skill to Sothe, so enemies cannot stand in his way of treasure.

Shop: Sell the Blue Gem for 5,000 gold. From the Bargain screen, purchase the Recover staff for Laura and the Olivi Grass for Muarim.



Anything else is optional, but we advise against leaving leftover money at the end of this prep session.

Items: Plenty of enemies appear in the next battle, so make sure everyone has at least two fresh weapons. Store the Beastfoe skill scroll in Ilyana's inventory so that you have access to it again during Part III. Give Volug a Pure Water to improve his resistance in the latter moments of the battle. Distribute the Black Knight's recovery items to other units, because his having them is something of a joke.



Part I Endgame: Daein, Arise!

Company, at attention! Our objective is to save the town and take the keep! Now, move out!



The Liberation Army pursues Jarod to Daein Keep for the final showdown. By defeating Jarod and seizing the keep, Micaiah finally has a chance to return Daein to its rightful sovereign and restore the dignity of the people.

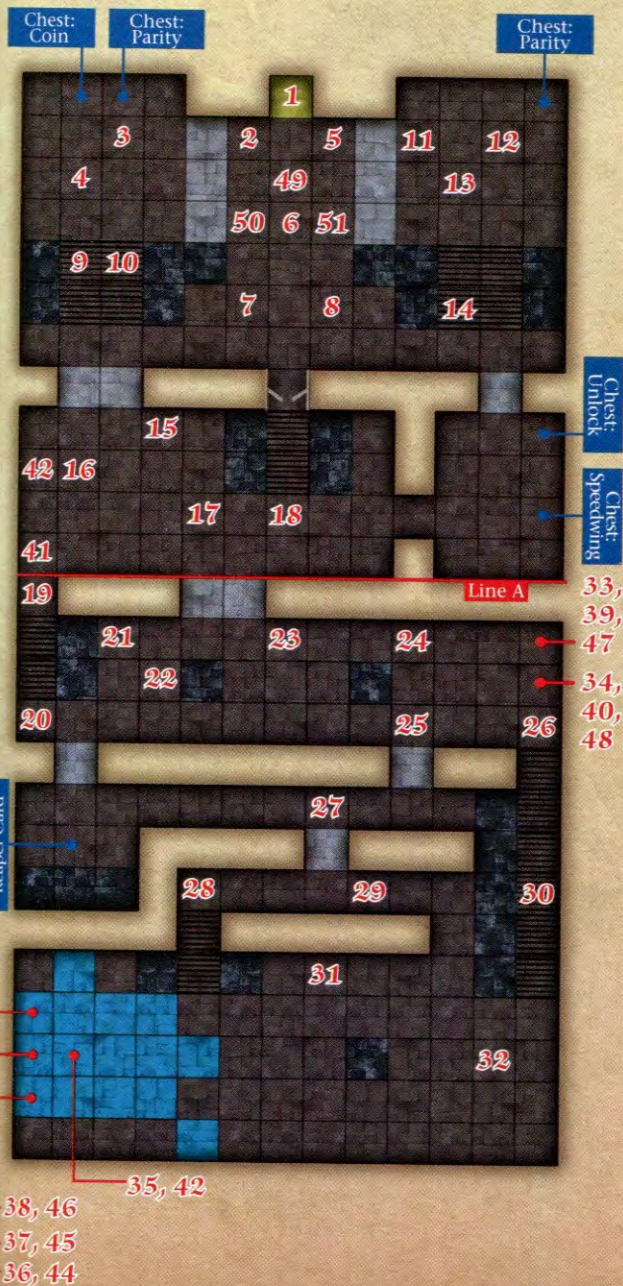
Conditions

Victory: Seize

Defeat: Micaiah or Sothe dies

Player: Liberators 12

Enemy: Occupying Army 51



| Enemy Units (Normal Mode) | | | | |
|---------------------------|---------|--------------|----|-------------------------------|
| No. | Name | Class | Lv | Items |
| 1 | Jarod | Halberdier | 4 | Short Spear, Concoction |
| 2 | Begnion | Thunder Mage | 17 | Elthunder |
| 3 | Begnion | Fire Mage | 17 | Meteor, Elfire |
| 4 | Begnion | Wind Mage | 17 | Elwind |
| 5 | Begnion | Thunder Mage | 17 | Elthunder |
| 6 | Begnion | Armor Lance | 16 | Steel Greatlance |
| 7 | Begnion | Archer | 17 | Steel Bow |
| 8 | Begnion | Archer | 17 | Steel Longbow |
| 9 | Begnion | Armor Lance | 17 | Steel Lance |
| 10 | Begnion | Armor Lance | 16 | Javelin |
| 11 | Begnion | Soldier | 16 | Javelin |
| 12 | Begnion | Soldier | 17 | Javelin |
| 13 | Begnion | Soldier | 17 | Steel Greatlance |
| 14 | Begnion | Archer | 16 | Steel Bow |
| 15 | Begnion | Priest | 15 | Physic, Heal |
| 16 | Begnion | Soldier | 17 | Steel Lance, Chest Key |
| 17 | Begnion | Myrmidon | 16 | Killing Edge |
| 18 | Begnion | Archer | 16 | Iron Longbow |
| 19 | Begnion | Armor Axe | 16 | Steel Poleax |
| 20 | Begnion | Soldier | 16 | Steel Lance |
| 21 | Begnion | Priest | 16 | Physic, Heal |
| 22 | Begnion | Fighter | 17 | Steel Axe |
| 23 | Begnion | Fire Mage | 16 | Elfire |
| 24 | Begnion | Wind Mage | 17 | Elwind |
| 25 | Begnion | Armor Sword | 17 | Wind Edge |
| 26 | Begnion | Armor Axe | 16 | Hand Axe |
| 27 | Begnion | Archer | 16 | Steel Bow |
| 28 | Begnion | Fighter | 15 | Steel Axe |
| 29 | Begnion | Archer | 16 | Steel Bow |
| 30 | Begnion | Armor Sword | 16 | Steel Blade |
| 31 | Begnion | Soldier | 16 | Steel Lance |
| 32 | Begnion | Myrmidon | 16 | Steel Sword |

| Enemy Reinforcements: Turn 2 | | | | |
|------------------------------|--------|-------|----|------------|
| No. | Name | Class | Lv | Items |
| 33 | Bandit | Thief | 16 | Iron Knife |
| 34 | Bandit | Thief | 16 | Iron Knife |

FIRE EMBLEM

RADIANT DAWN

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-----------|
| 35 | Begnion | Fighter | 16 | Hand Axe |
| 36 | Begnion | Wind Mage | 16 | Elwind |
| 37 | Begnion | Thunder Mage | 16 | Elthunder |
| 38 | Begnion | Fire Mage | 16 | Elfire |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-----------|
| 39 | Begnion | Fighter | 16 | Venin Axe |
| 40 | Begnion | Fighter | 16 | Venin Axe |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|---------|----------|----|-------------|
| 41 | Begnion | Myrmidon | 16 | Wind Edge |
| 42 | Begnion | Myrmidon | 17 | Steel Blade |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-----------|
| 43 | Begnion | Fighter | 16 | Hand Axe |
| 44 | Begnion | Wind Mage | 16 | Elwind |
| 45 | Begnion | Thunder Mage | 16 | Elthunder |
| 46 | Begnion | Fire Mage | 16 | Elfire |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-----------|
| 47 | Begnion | Fighter | 16 | Venin Axe |
| 48 | Begnion | Fighter | 16 | Venin Axe |

Enemy Reinforcements: Crossing Line A

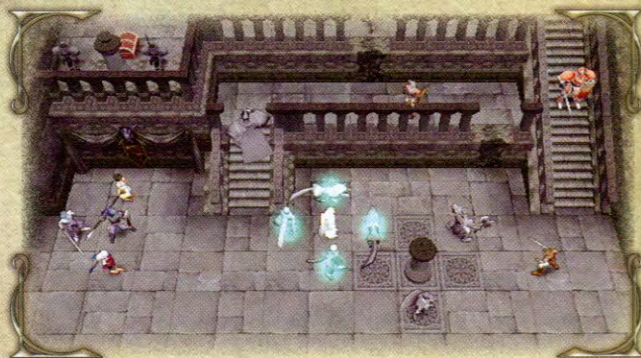
| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|-------------|
| 49 | Begnion | Armor Sword | 17 | Steel Blade |
| 50 | Begnion | Armor Axe | 17 | Hand Axe |
| 51 | Begnion | Armor Axe | 17 | Hand Axe |

Choose a diverse group of units to free Daein. Make sure to include sturdy front line units such as Nolan and Aran, Volug, Nailah and Muarim. Laura must be there, as well as Zihark and Tormod.

While a small group climbs ledge after ledge up the middle, the bulk of your force must ascend the stairs and take out foes on the mid-level. After several turns of dealing with reinforcements emanating from the middle level and the entrance, it comes time to gather before the doors to Jarod's chamber and breach the upper level. After holding ground for yet a few more turns, you finally get the opportunity to kill Jarod and seize the keep.



Turn 1: Move the Black Knight up the short staircase nearby and kill the fighter at the top.



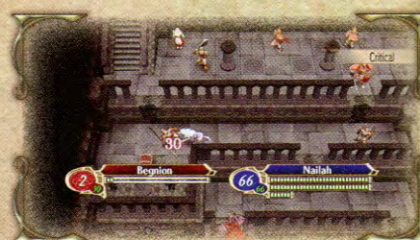
Move Nailah into the space to the left of the nearest Soldier. Shift, and kill him. Then check Rafael's move range, and imagine him moving into the space below Nailah. Place Sothe, Volug, and Muarim around that space. Have Muarim consume an Olivi Grass. Then move Rafael in the middle and reactivate all four units with Vigor.



Nailah can now climb the middle ledge and kill the Archer positioned near the rail. Have Sothe take out the Myrmidon on the ground level,

while Volug ascends the stairs and attacks the Armor Sword. Muarim can consume more Olivi Grass to fill his gauge. Finish the turn by moving everyone else east as far as they can go.

Turn 2: Make Nailah climb up the next ledge, go left and kill a Soldier who previously dropped from the mid-level.

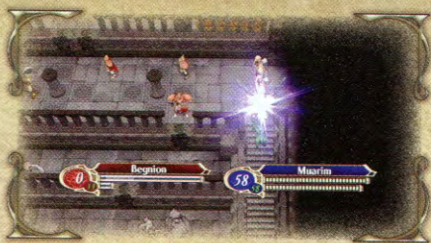


Position the Black Knight beneath the Archer to the left, and use a ranged attack to take him out. Move Sothe up the ledge next to the Black Knight, for a tense conversation.

Volug may need healing. If so, bring him back downstairs and put Laura to work. Tormod or Micaiah can take care of the armor blocking the stairs.



Move Muarim to the top of the stairs, transform, and knock out the Armor Axe at the top.



Rafiel should be able to reach the bottom of the long stairs. Place as many units around that space as you can, then



move Rafiel into the center and sing Vigor. Hopefully Tormod and Volug are in this group.



If possible, move Tormod to the top of the stairs and take out one of the Bandits that appeared at the beginning

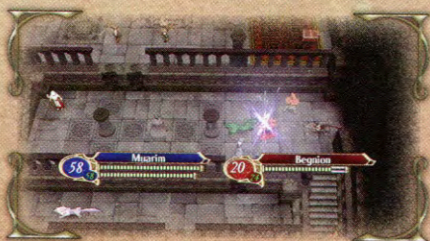
of the turn. Volug should be able to cause significant damage to the other Bandit.



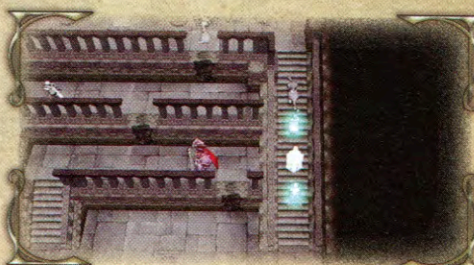
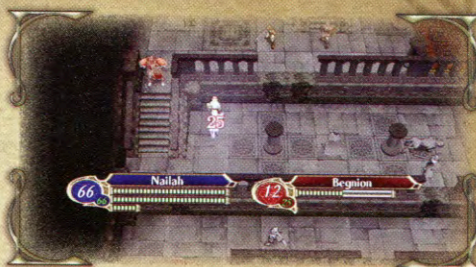
Turn 3: Ignore the reinforcements at the entrance, and continue moving everyone up the long stairs. If possible, Tormod

must chase down and eliminate the remaining Bandit. Otherwise, the scoundrel will loot all the chests in the stage! Be careful not to position Tormod near the rail, for fear of Archers above.

Wipe out the Mages near the top of the stairs, because more reinforcements will soon appear through the doorway on your right.



Move Sothe closer to the first treasure chest, while Nailah climbs the ledge and takes out the Priest at the bottom of the stairs.



Arrange for Volug to receive more healing if possible. Start using Pure Waters every three turns to boost his

magic resistance. Use Vigor to move Micaiah and Laura farther up the stairs.

Turn 4: The gang at the top of the stairs must immediately take out the new reinforcements, preferably with ranged attacks because they are carrying Venin Axes. Laura can use a Restore staff to cure anyone poisoned. Afterward, use Vigor to give your fighters a chance to move east or up to the next level.



Nailah and Muarim can climb the next ledge and take out two of the enemies above. The Soldier carries a Chest Key.



Have Sothe open the first chest to obtain a Reaper Card. Position the Black Knight along the nearby rail,

and he will take out several reinforcements in the next enemy phase.

FIRE EMBLEM

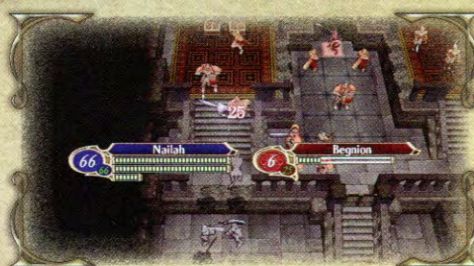
RADIANT DAWN



Turn 5: Travel long distances, trying to move everyone onto the next level either by the stairs or the ledge. Take out the Priest on this level. Whomever has the Chest Key can go right and open the lower chest to obtain a Speedwing. Just make sure they equip a ranged weapon for the next enemy phase.

Move Nailah and Muarim up the ledge to the far left. Nailah should be able to take out one of the armors by herself.

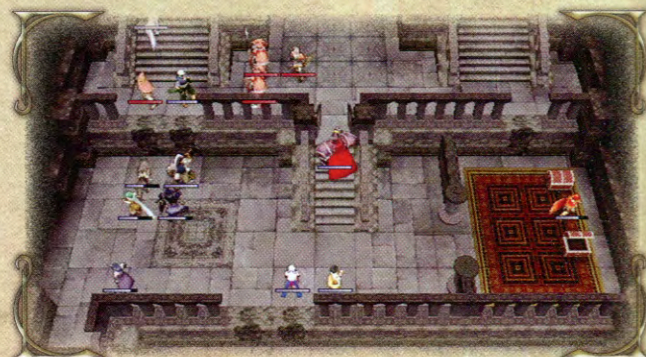
Position Muarim to block enemy advancement from the right, and use an Olivi Grass.



Muarim's best move is to use another Olivi Grass in preparation for the next enemy phase. Nailah can

take out another enemy unit on the raised platform, preferably any Mages in range.

Pair Rafiel and the Black Knight together. Ignore reinforcements advancing from below, and move the Black Knight up the ledge using Vigor.



Turn 7: Move the Black Knight up the steps and smash through the door at the top.

After Nailah takes out the other armor blocking the platform with two chests, Sothe should be able to take out the Mage casting Meteor.

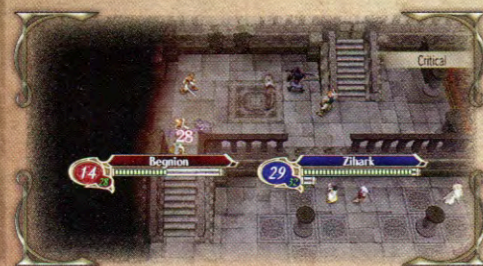
Move more units to the upper level using the ledge. Muarim should eat another Olivi Grass in order to keep killing next enemy turn.

Move Aran, Micaiah, Laura, Tormod, and Zihark to the east side of the level and climb up through the opening in the rail.



Turn 6: Once you take the mid-level, the Mage on the top floor starts casting Meteor. His usual target

is Volug, if he is in range. Heal Volug each turn until the Mage's Meteor tome breaks, or until he is killed.



Gang up on the Myrmidons that just arrived. Zihark and Sothe take them out expertly.

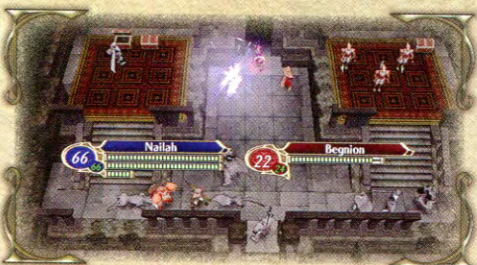
Open the next chest on this level to obtain an Unlock staff.

Turn 8:

Having taken out several enemies last turn, move the Black Knight over to the cluster on the left and sandwich remaining foes between the Black Knight, Muarim, and Volug.



Nailah can travel north and take out one of the Mages standing next to Jarod, making the boss more approachable. Meanwhile, have Sothe open one of the chests in the northwest corner.



Tormod should take out the Mage to Jarod's right. Meanwhile, Nailah and Volug need to head east and lighten the danger to the player units climbing up the east ledge.



Turn 10: Rush Jarod with several strong characters and defeat him.



Move Micaiah up the eastern ledge. Move Rafiel right up behind her, and use Vigor to give her another turn.



Move Zihark, Aran, and Tormod to the upper level via the east ledge.

Move Micaiah toward the seize target while everyone else takes defensive positions at the openings in each railing and the doorway.

Turn 11:

Sothe should open the northeastern chest to obtain the Vantage skill scroll. After killing any reinforcements you like, move Micaiah to the seize target and claim victory in the name of all Daein.



Turn 9: Sothe can open the next chest in the northwest corner. Meanwhile, use minor units to finish off the enemies in the pileup to the left of the door. Move the Black Knight back downstairs and block the advance of the reinforcements, who have just reached the upper levels.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 2,500 |
| Victory in 12 Turns or Less | 1,250 |
| Victory in 15 Turns or Less | 625 |
| Maximum Bonus | 3,750 |

PART II: OF COUNTRIES AND KINGS

Part II Prologue: On Drifting Clouds



...Looks like we'll not talk any sense into them. I suppose we have no choice.



Seeking to escape from the tedium of ruling Crimea and the protests of bellicose noble houses, Queen Elinia rides a flying steed to clear her mind. Joined by her faithful servant Marcia, the two find a troubling situation in the skies. Princess Leanne of the heron tribe and her aged escort, Nealuchi, are attacked by a squad of Begnion Dracoknights flying illegally in Crimean airspace. The Dracoknights seek to kidnap the Princess Leanne for unknown reasons. For political and moral reasons, Queen Elinia cannot allow this to occur.

New Units

Elinia

Elinia is an extremely resilient healer and fighter. Use Leanne's Vigor ability to give Elinia opportunities to perform both actions in a single turn.



Marcia

Marcia's a bit overwhelmed and something of an easy target. Try to improve her level without exposing her to danger, so that she remains a valuable player in later stages. The best strategy is to let her kill off enemies already weakened from attacks by Elinia and Nealuchi.



Leanne

Leanne shares a bond with Nealuchi, so keep these two within three spaces if possible to improve Nealuchi's critical. Unlike Rafiel, she can only use Vigor on two allies per turn. Use Vigor on Elinia to wipe out multiple enemies in every turn, or use it on Marcia to give the Falconknight extra chances to level up.



Nealuchi

In spite of his age, Nealuchi is extremely effective against flying enemies. Keep him within three spaces of Leanne so that his critical hit chances can benefit from their bond.



Haar

Haar appears in Turn 5, and must be coerced by Marcia into joining the battle. The toughest of all units here, he is capable of roaming the map solo and taking out most of the foes with both ranged and melee attacks.



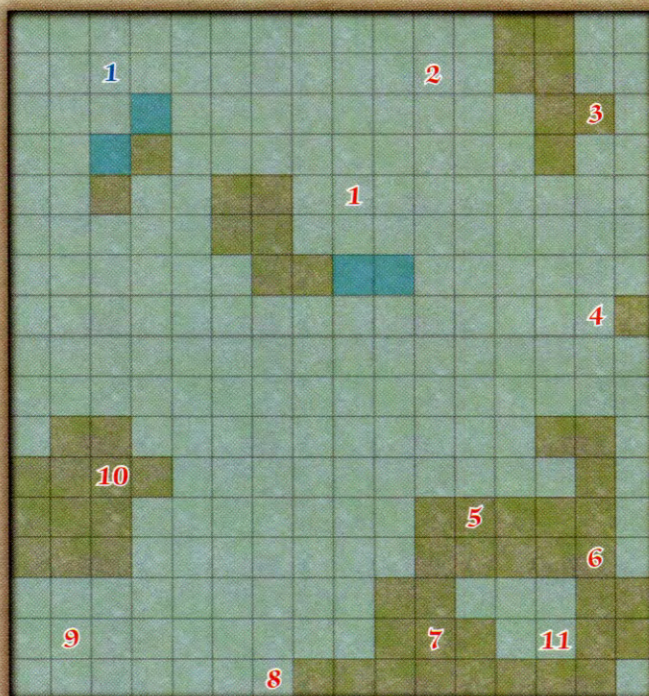
Conditions

Victory: Survive for 8 turns

Defeat: Elinia dies, Leanne dies, Nealuchi dies, Leanne is captured

Player: Crimean Army 4

Enemy: Imperial Knights 11



Allied Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|------|--------------|----|--------------------|
| 1 | Haar | Dragonmaster | 11 | Steel Axe, Javelin |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-------------|
| 1 | Begnion | Dracoknight | 16 | Iron Axe |
| 2 | Begnion | Dracoknight | 16 | Iron Axe |
| 3 | Begnion | Dracoknight | 16 | Iron Axe |
| 4 | Begnion | Dracoknight | 17 | Hand Axe |
| 5 | Begnion | Dracoknight | 18 | Iron Poleax |
| 6 | Begnion | Dracoknight | 18 | Iron Poleax |
| 7 | Begnion | Dracoknight | 18 | Hand Axe |
| 8 | Begnion | Dracoknight | 17 | Hand Axe |
| 9 | Begnion | Dracoknight | 17 | Hand Axe |
| 10 | Begnion | Dracoknight | 17 | Iron Axe |
| 11 | Zeffren | Dragonmaster | 9 | Short Axe |

The Imperial Dracoknights' goal is to capture Princess Leanne and carry her off the map. If they succeed, or if one of the main characters dies, then the battle is lost. To prevent this, Elincia or Marcia must rescue Leanne and carry her back to the map's northwest corner. Drop Leanne in the corner and form a defensive wall around her. Fight off the Dracoknights for several turns. When Haar arrives in Turn 5, move Marcia next to him and recruit him to your team. While Elincia, Marcia, and Nealuchi continue protecting Leanne in the corner, move Haar southeast and take out Zeffren before Turn 8 rolls around.



Turn 1: Nealuchi and Elincia should team up to take out the Dracoknight immediately north of Nealuchi. Then move Leanne between them and use Vigor to reactivate them both this turn.

CAUTION

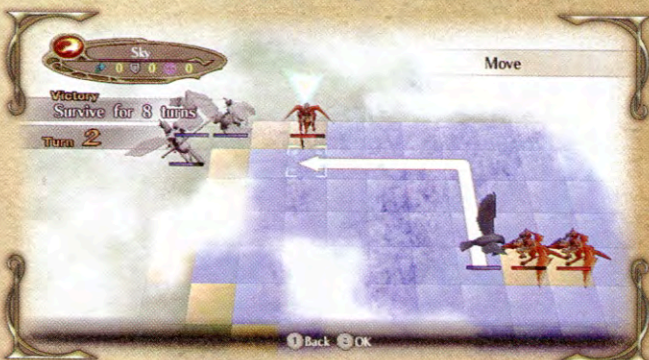
In order to use Leanne's Vigor on two allies, they must be positioned in the spaces above and below her, or to the left and right of her. She cannot reactivate allies in four directions at once.

Marcia can rescue Leanne, and then head back toward the northwest corner. Elincia should follow.



Turn 2: Marcia should continue toward the northwest corner. Stop one space down from the corner,

and drop Leanne in the northwest spot. Even if a Dracoknight moved close last turn, Elincia's best move is to move to Leanne's right and protect her side.



No matter how many Dracoknights attacked Nealuchi last turn, move him to the map's upper left corner. Attack any Dracoknights in range of Leanne.

Turn 3: Nealuchi's transform gauge should be running low. Move him close to Leanne and revert back to humanoid form. Then consume a Laguz Stone to change back into raven form.



Turn 4: Team up to take out any Dracoknights in close range, especially ones armed with ranged weapon. At the end of

your moves, fly back to the corner to protect Leanne. Use Vigor to give Elincia two turns, either to attack or heal others.

FIRE EMBLEM

RADIANT DAWN

Turn 5: Haar enters the map, taking a position near the northwest corner. Use Vigor to give Elincia two

turns to attack nearby foes with Nealuchi's help. Then move Marcia beside Haar and talk to him. Haar reluctantly joins the blue team.

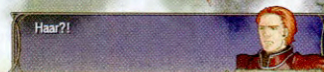
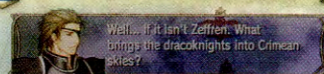


Move Haar to the nearest Dracoknight and try to finish it off. After the attack, move Haar south.



Zeffren using the Javelin. During the enemy phase, Zeffren and his group start moving northwest.

Turn 6: Leave the others in the corner protecting Leanne. Move Haar southeast and attack the Dracoknights surrounding



Turn 7: Move Haar in and attack Zeffren. He should cause significant damage with either weapon,

though it would be best to use the Javelin in preparation for retaliations in the enemy phase. After the attack, move Haar northwest. During the enemy phase, Haar tangles with Zeffren and all of the Dracoknights.

Turn 8: If the boss is in range, move Nealuchi down to give Haar some help in killing the boss. Try to let Haar

have the killing stroke, so that he obtains Zeffren's Short Axe. Haar and Nealuchi may finish off a couple more Dracoknights during the enemy phase, but otherwise this battle is won.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|---------------|-----------|
| Victory | 1,000 |
| Maximum Bonus | 1,000 |

Part II Chapter 1: Winds of Rebellion



Nephenee and Brom, veterans of the Mad King's War, attempt to live a peaceful life in their hometown of Ohma. But Crimean unrest over Queen Elincia's recent show of hospitality to laguz royalty sows the seeds of rebellion in the countryside. The two attempt to talk reason to Yeardeley, the royal knight seeking to instigate an uprising. But Yeardeley quickly turns the tables on them, and Brom and Nephenee quickly find themselves surrounded by enemies.

Brom

Brom is basically a marching wall through which no enemy can pass. Even if a few hits damage him slightly, use each of his turns to move and attack. Brom's job in this fight is to take out the boss, because he alone can withstand Yeardeley's attacks.



Nephenee

Nephenee is extremely fast and powerful. Her job is to make it to the southeast corner and recruit Heather from the green team. Nephenee can accomplish much throughout the rest of the game.



New Units

Heather

Heather is a Rogue capable of stealing items. Her attacks are extremely weak, even when she obtains better weaponry in later chapters. Move her in close to enemies to steal their goods, then rescue her with tougher units.





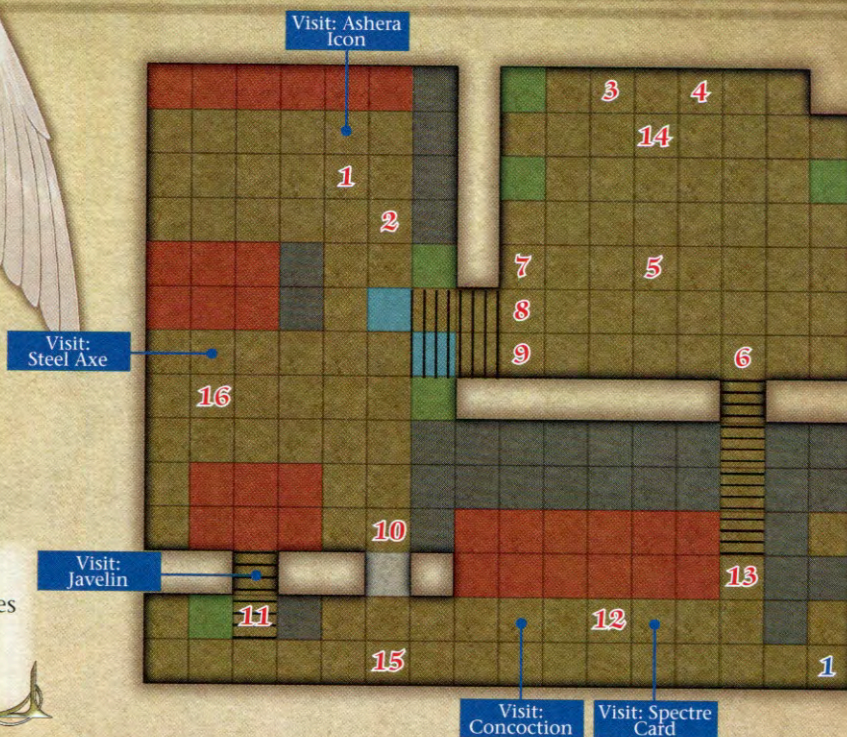
Conditions

Victory: Defeat boss

Defeat: Brom dies, Nephenee dies

Player: Independent 2

Enemy: Rebel 12, Volunteer 4



Allied Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|-------|----|---------------------------|
| 1 | Heather | Rogue | 7 | Bronze Knife, Iron Dagger |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-----------|---------------|----|-------------------------------------|
| 1* | Rebel | Myrmidon | 11 | Steel Sword, Vulnerable |
| 2 | Rebel | Soldier | 17 | Javelin |
| 3 | Rebel | Soldier | 18 | Steel Greatlance |
| 4 | Rebel | Soldier | 19 | Javelin |
| 5 | Rebel | Archer | 16 | Steel Bow, Coin |
| 6* | Rebel | Myrmidon | 12 | Venin Edge, Antitoxin , Herb |
| 7 | Rebel | Wind Sage | 1 | Elwind |
| 8 | Rebel | Armor Axe | 18 | Steel Axe |
| 9 | Rebel | Armor Lance | 18 | Javelin |
| 10* | Rebel | Fighter | 10 | Hand Axe, Herb |
| 11* | Rebel | Fighter | 12 | Iron Axe |
| 12 | Rebel | Fire Mage | 17 | Elfir |
| 13 | Rebel | Priest | 13 | Mend |
| 14 | Yeardeley | Lance General | 5 | Steel Greatlance |

* Volunteer units.

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|--------|--------|----|-----------------|
| 15 | Bandit | Bandit | 14 | Steel Axe, Coin |
| 16 | Bandit | Bandit | 15 | Iron Axe |

Defeat enemies while heading southeast to meet up with recruit candidate Heather by turn 5 or 6. Then head north up the stairs to confront Yeardeley and the rebels. Yeardeley is a tough foe. Visiting many of the neighborhood houses prepares your units to take him on.

Turn 1: Save your game, and overwrite your save at the start of each player phase. Move Nephenee down into the space next to the Fighter blocking the ledge that drops to the lower level. If Nephenee fails to kill this foe on the first try, restart the battle.



Meanwhile, move Brom to the left of the Soldier and attack him. This prevents Brom from being attacked too many times during the enemy phase.



Turn 2: Leave the foes in the starting area to Brom, and move Nephenee south and west toward



the Fighter blocking the steps to the house. Use an Herb if necessary.

FIRE EMBLEM

RADIANT DAWN



Ignoring the enemies, move Brom to the west house in the upper area and visit the neighbors to obtain a Steel Axe.

Above, Brom should finally be able to visit the north house to obtain an Ashera Icon.



Turn 3:

Hopefully Nephenee killed the Fighter blocking the southwest house during the enemy phase. If not, you may wish to restart and try again. Visit the house to obtain a Javelin.



Brom should start navigating toward the northernmost house, killing the weaker enemy in the area. Avoid killing the Archer holding a Coin. Continue moving toward the north house next turn, as well.



Turn 6:

Heather typically heads up the stairs during the other phase. Chase after her, killing the

Priest blocking your path in the southeast corner.

Ignoring any remaining enemies, especially the Archer with a Coin, start moving Brom south to the ledge.



Turn 4: Nephenee is most likely cornered by a Fire Mage. Use the Javelin to take him out. If you

fail to kill him during this player phase or enemy phase, consider restarting from your last save.

Turn 5:

Heather appears in the southeast corner. Move Nephenee toward Heather, without



worrying about visiting houses for now.



Turn 7: Move Nephenee next to Heather and converse to make her join your team. Make Heather steal an Herb or Antitoxin from the foe atop the stairs. She probably kills him in the enemy phase. Continue moving Brom south.



Turn 8: A Bandit holding a Coin just appeared at the south entrance. Move Heather and Nephenee southwest. One of them should be able to visit the southeast house and obtain a Spectre Card. Heather may need to consume an Antitoxin.



Bring Brom down off the ledge, but do not attack the Bandit near the south entrance. If Brom accidentally

kills him during the enemy phase, consider restarting from your last save.

Turn 9: Steal the Coin from the Bandit, and finish him off. Visit the last house in the south area to obtain a Concoction. Try not to use this item during this chapter.



Turn 10: The Archer and Bandit from the northwest should have followed Brom to the lower level. Steal the Coin from the Archer, while Brom and Nephenee attack.



Turn 11: Finish off nearby enemies, and start moving east toward the stairs.



Turn 12: Move as far up the stairs as you can go.



Turn 13: Move Heather left and try to kill any enemies besides the two armors blocking the stairs. Move Nephenee and Brom up the stairs and toward the thicket east of the boss. Restore them to max HP.



Turn 14: Move Heather north and use her throwing knife to attack the Soldier to Yeardley's left, keeping two spaces away from the boss. Place Brom and Nephenee in the thicket east of the boss, and attack the Soldier on Yeardley's right.

Turn 15: Heather cannot inflict any damage against Yeardley, so make her retreat to the south stairs. Regardless of the condition of the Soldiers near Yeardley, attack the boss. Javelins are useless against him, so use direct attacks.



Turn 16: Nephenee must consume healing items if necessary, and attack the boss only if at full health. Brom can safely attack every

turn regardless of remaining health. Repeat this action every turn until Yeardley is defeated.

| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 1,500 |
| Victory in 15 Turns or Less | 1,000 |
| Victory in 20 Turns or Less | 500 |
| Each Volunteer Survives | 400x4 |
| Maximum Bonus | 4,100 |

FIRE EMBLEM

RADIANT DAWN

Base Preparations: Part III Chapter 2

Info: Conversations with Elincia and Geoffrey yield a Talisman and Elixir, respectively.

Items: Consider trading Lethe's Laguz Stones for Mordecai's Olivi Grass. During some future battles, he needs to transform instantly. No Shop is available, so just give everyone's extra items to the Convoy.

Manage: Top off Brom, Nephenee, and Heather's experience to reach the next level, and consider giving Heather an extra level or two for good measure. Contemplate moving the Disarm skill from Brom to Lucia or Heather. Because the ladies' initial Skill statistics are higher, they are more likely to disarm opponents than Brom.



Part II Chapter 2: Tides of Intrigue



Elincia learns that Duke Ludveck is instigating a rebellion against her power. Her aides Lucia and Geoffrey dedicate themselves to stopping Ludveck at all costs. Lucia obtains evidence of Ludveck's treachery when she visits Castle Felirae. In a nearby cave, she finds documents indicting Ludveck as the culprit behind the rebellion. Unfortunately, guards discover them. Now they must navigate through the darkened cave to the exit, defeating all enemies in their path to protect the vital documents.

New Units

Lucia

Lucia proves fiercer than Zihark in every respect. She's capable of wiping out several regular enemies in a single turn, so have no fear moving her through the fog of war.



Lethe

Even when transformed, Lethe is honestly a bit delicate against enemies. Avoid placing her out front or allowing enemies to surround her, or it could spell her doom. The best use for Lethe is to move in for the kill, when an enemy's HP is half or less.



Mordecai

When transformed, Mordecai can slay several enemies per turn and proves to be a virtual roadblock in narrow passages.



Conditions

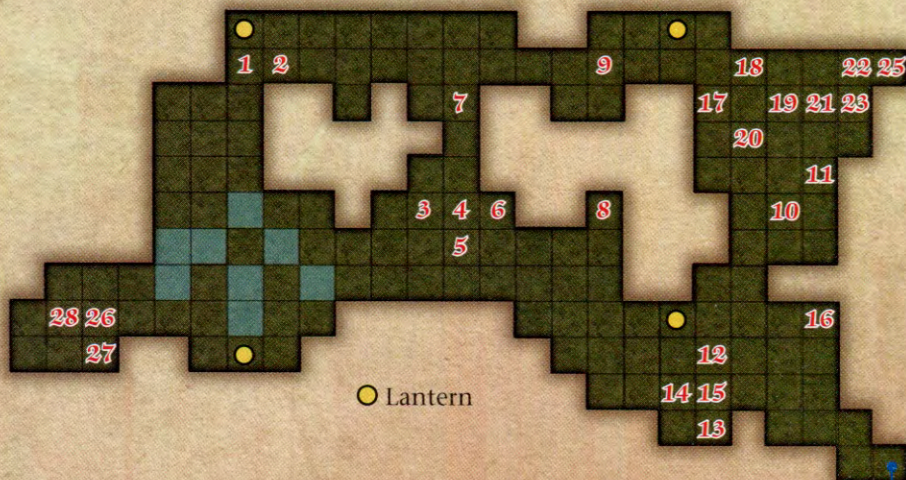
Victory: Lucia arrives

Defeat: Lucia dies, Leanne dies, Nealuchi dies

Player: Azure Army 8

Enemy: Felirae's Army 27

Other: 1



○ Lantern

Hidden: Discipline

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|---------------|----|-----------------------------|
| 1 | Rebel | Armor Sword | 16 | Steel Blade |
| 2 | Rebel | Soldier | 16 | Venin Lance |
| 3 | Rebel | Soldier | 17 | Javelin |
| 4 | Rebel | Archer | 16 | Steel Bow |
| 5 | Rebel | Halberdier | 1 | Steel Lance, Vulnerary |
| 6 | Rebel | Soldier | 16 | Steel Greatlance |
| 7 | Rebel | Archer | 16 | Venin Bow, Torch |
| 8 | Rebel | Priest | 17 | Heal |
| 9 | Rebel | Armor Sword | 18 | Steel Blade |
| 10 | Rebel | Thunder Mage | 16 | Elthunder |
| 11 | Rebel | Thunder Mage | 17 | Elthunder |
| 12 | Rebel | Soldier | 17 | Venin Lance |
| 13 | Rebel | Soldier | 16 | Steel Greatlance |
| 14 | Rebel | Halberdier | 1 | Steel Greatlance, Vulnerary |
| 15 | Rebel | Archer | 17 | Iron Longbow |
| 16 | Rebel | Soldier | 17 | Killer Lance, Vulnerary |
| 17 | Rebel | Thunder Mage | 16 | Elthunder |
| 18 | Rebel | Soldier | 16 | Killer Lance |
| 19 | Rebel | Priest | 16 | Mend, Vulnerary |
| 20 | Rebel | Soldier | 17 | Venin Lance, Vulnerary |
| 21 | Rebel | Warrior | 1 | Bowgun |
| 22 | Rebel | Sword General | 1 | Steel Blade |
| 23 | Rebel | Lance General | 2 | Steel Axe |
| 24 | Bandit | Rogue | 1 | Iron Dagger, Coin |
| 25 | Maraj | Wind Sage | 6 | Elwind, Secret Book |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------------|
| 26 | Rebel | Halberdier | 1 | Venin Lance, Vulnerary |
| 27 | Rebel | Soldier | 18 | Javelin |
| 28 | Rebel | Thunder Mage | 17 | Elthunder |

Divide the team up and travel east across the south and north branches of the cave, burning lanterns along the path as you proceed. This helps fight the fog of war, and provides warning when reinforcements arrive. Most of your units should take the south portion of the cave, to fight overwhelming enemy numbers. The team then reunites at the northeast corner, where the boss is protecting the arrival target. Defeat him to escape the cave.



Turn 1: Move Heather or Lethe down to light the lantern below Leanne, providing extra illumination.

Mordecai and Nealuchi should consume Laguz Stones. Move Leanne into the space between them and

use Vigor to reactivate them both. Then move Nealuchi directly east as far as he can go. He discovers a quartet of enemies hiding in the dark, but cannot attack. Move Mordecai and Brom in to attack. Leave the Halberdier carrying an extra Vulnerary alone until next turn.



Move Nephenee as far north as she can go. She too runs into soldiers. Move Lucia beside her and attack the Armor Sword.

Turn 2: Use the map in this guide to determine where the northwest lantern is. Move Nephenee beside it and choose the Burn command to light the lantern, revealing more of the area. Move Lucia as far as she can go to the east.



The south group should tear up the remaining rebels visible in the south area. Have Heather steal a Vulnerary from the Halberdier before someone finishes him off.

FIRE EMBLEM

RADIANT DAWN



Turn 3: Take out the remaining enemies to the south, and start moving characters east to encounter a Priest. Use the map in this

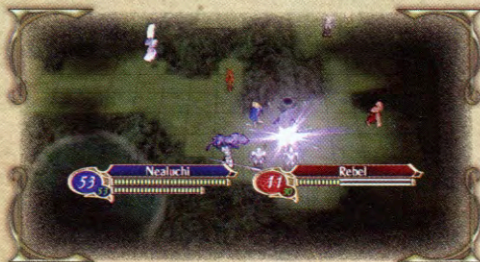
guide to locate the southeast torch, and light it to reveal several more rebels blocking the southeast passage. Use Vigor to reactivate a unit in order to take out any mages among the bunch.

Turn 4: Crowd up and wipe out the enemy cluster to the south. In the north, move Nephenee or Lucia east and light the north-eastern lantern.



Turn 5: This turn continues efforts from last turn. Continue fighting enemies in the south.

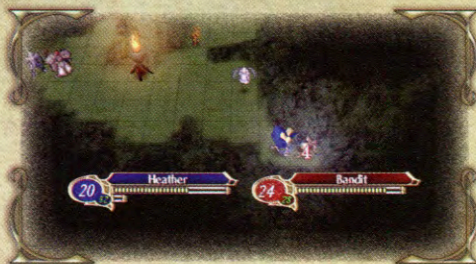
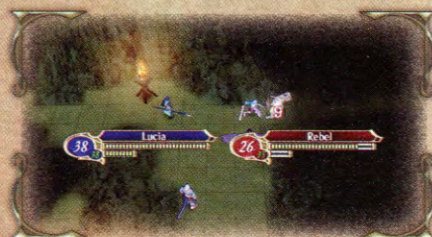
Nephenee and Lucia must defeat enemies and edge closer to the northeast corner to reveal the boss and his bodyguards.



Turn 6: Move Brom alone west to tackle reinforcements advancing from the map's lower corner. Wipe out any foes

remaining in the south area. Move Heather to the southeast alcove and steal a Coin from the Rogue hiding there.

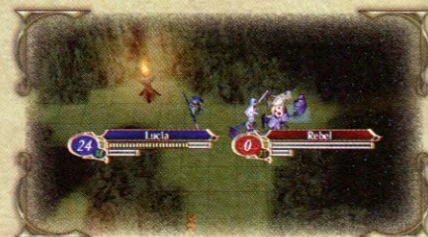
Lucia and Nephenee should start tackling the powerful armors blocking the boss. Move any active units in the south toward their position to help out next turn.



Turn 7: Kill the Rogue in the southeast corner, and stand in his location to try to obtain a Discipline skill scroll.

However, the chances of this are thin even if you use Heather, who would be better off moving north to steal from the boss.

Continue assaulting the tough armors blocking the arrival point.



Turn 8: If possible, move Heather up to the boss and steal his Secret Book. Transformed Mordecai can rescue

Heather to get her out of the way. Then hit and run with Nealuchi before letting Nephenee or Lethe finish him off.



Move Lucia to the target spot and choose the Arrive command to clear the map.

| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 2,000 |
| Victory in 7 Turns or Less | 1,250 |
| Victory in 9 Turns or Less | 625 |
| Maximum Bonus | 3,250 |

Base Preparations: Part III Chapter 3



Info: Conversations available at this point allow Geoffrey to recruit Danved and obtain a Brave Lance from Elincia, and Kieran can obtain a Silver Axe from Geoffrey. Danved comes equipped with some great weapons, even if you do not intend to use him often.

Manage: Take Marcia's level up a few times if possible. Consider taking the Paragon skill from Geoffrey and assigning it to Marcia, so that she improves more rapidly over the next two battles. The Gamble skill renders Kieran ineffective in attacking at least half the time. He faces an important battle, so consider removing this skill from him.



Marcia, so that she improves more rapidly over the next two battles.

The Gamble skill renders Kieran ineffective in attacking at least half

the time. He faces an important battle, so consider removing

this skill from him.

Shop: Geoffrey has 20,000 gold to spend in the shop, so do not

hesitate. Although the Armory is full of useful equipment, check the

Bargain page of the Shop to find the good stuff. There you will find

better weapons for everyone in the party. Buy every bargain except

the Steel Longbow.

Part III Chapter 3: Geoffrey's Charge



Seeing the evidence of Ludveck's betrayal firsthand, Elincia authorizes Geoffrey and the royal knights to advance on Castle Felirae and arrest Duke Ludveck.

New Units

Geoffrey

Geoffrey occasionally takes a bad hit, from which he will need to recover using a Vulnerary. Otherwise, he is your top dog in the battle, capable of moving far downfield and taking out several foes per enemy phase.



Kieran

Kieran shares a bond with Geoffrey, and therefore should never be more than three spaces away from the General. With a Killer Axe equipped, Kieran is nigh indestructible.



Astrid

Astrid honestly tends to miss her attacks quite often. But when equipped with a Killer Bow, those few times she does hit are sure to be fatal. Keep her within three spaces of Makalov, with whom she shares a bond.



Makalov

Makalov is a lucky drunk, capable of finding most buried treasures on the map within one or two turns of waiting. When equipped with a better sword, he becomes extremely lethal on the battlefield. Perhaps half his skill comes from deceiving appearances?



Danved

Equipped with a Killer Lance, Danved is the ultimate counterattack specialist during the enemy phase. Although he does not travel as fast as the mounted cavalry, do not be afraid to place him by himself on the battlefield.



Conditions

Victory: Seize

Defeat: Geoffrey dies, Kieran dies

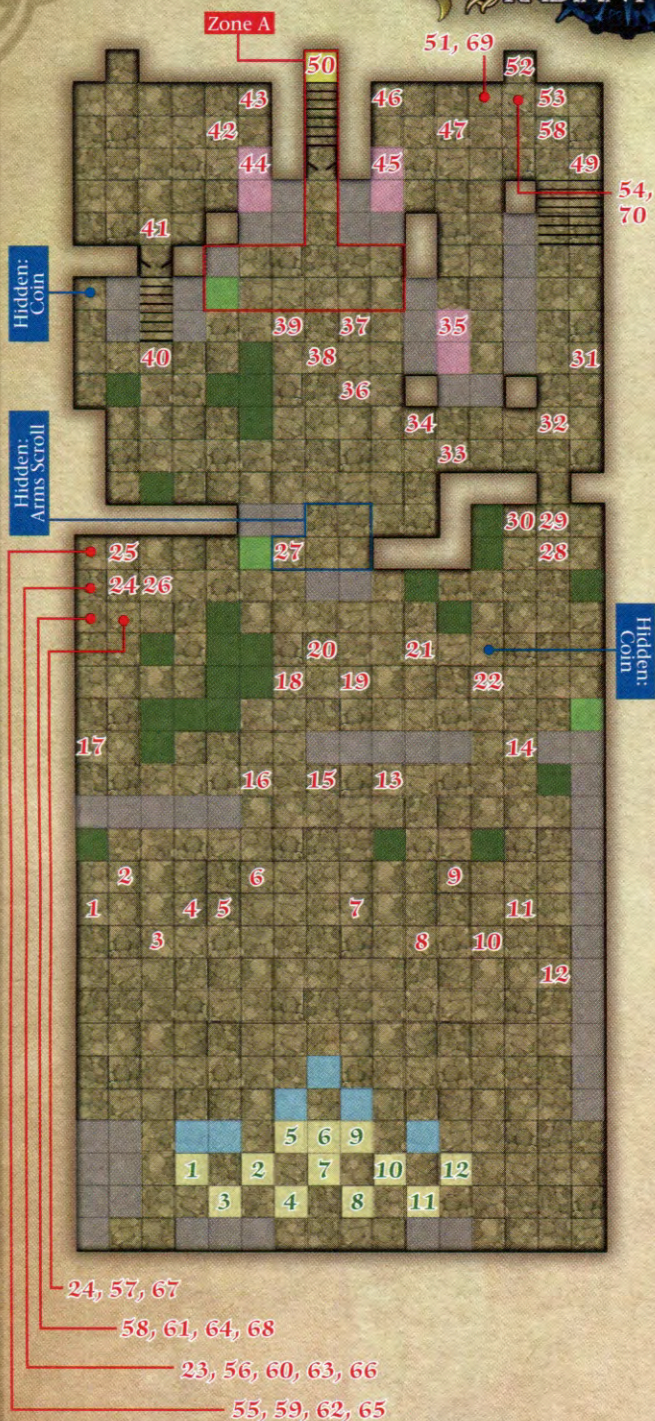
Player: Royal Knights 6

Ally: Royal Knights 12

Enemy: Rebel Army 70

FIRE EMBLEM

RADIANT DAWN



| Enemy Units (Normal Mode) | | | | |
|---------------------------|----------|---------------|----|--------------------------------|
| No. | Name | Class | Lv | Items |
| 7 | Rebel | Soldier | 16 | Steel Lance |
| 8 | Rebel | Armor Lance | 17 | Steel Lance |
| 9 | Rebel | Soldier | 14 | Steel Lance |
| 10 | Rebel | Armor Axe | 15 | Steel Axe |
| 11 | Rebel | Lance Knight | 16 | Steel Lance |
| 12 | Rebel | Fighter | 14 | Steel Axe |
| 13 | Rebel | Myrmidon | 15 | Steel Sword |
| 14 | Rebel | Myrmidon | 16 | Steel Sword |
| 15 | Rebel | Sword Knight | 15 | Steel Sword |
| 16 | Rebel | Sword Knight | 15 | Steel Sword |
| 17 | Rebel | Fighter | 16 | Hand Axe |
| 18 | Rebel | Lance Knight | 16 | Steel Lance |
| 19 | Rebel | Lance Knight | 16 | Steel Lance |
| 20 | Rebel | Sword Knight | 18 | Steel Sword |
| 21 | Rebel | Fighter | 14 | Steel Axe |
| 22 | Rebel | Fighter | 17 | Steel Axe |
| 23 | Rebel | Lance Knight | 17 | Steel Lance |
| 24 | Rebel | Axe Paladin | 2 | Short Axe |
| 25 | Rebel | Lance Knight | 18 | Steel Lance, Vulnerable |
| 26 | Rebel | Lance Knight | 17 | Steel Lance |
| 27 | Rebel | Sword Knight | 17 | Steel Sword |
| 28 | Rebel | Axe Knight | 18 | Steel Axe |
| 29 | Rebel | Bow Paladin | 3 | Steel Bow |
| 30 | Rebel | Axe Knight | 18 | Steel Axe |
| 31 | Rebel | Myrmidon | 17 | Steel Sword |
| 32 | Rebel | Armor Lance | 18 | Javelin |
| 33 | Rebel | Lance Knight | 17 | Steel Lance |
| 34 | Rebel | Sword Knight | 17 | Steel Sword |
| 35 | Rebel | Archer | 18 | Steel Bow |
| 36 | Rebel | Sword Knight | 18 | Steel Blade |
| 37 | Rebel | Warrior | 3 | Bowgun, Steel Poleax |
| 38 | Rebel | Armor Axe | 19 | Steel Axe |
| 39 | Rebel | Warrior | 3 | Bowgun, Steel Poleax |
| 40 | Rebel | Lance Paladin | 3 | Horseslayer |
| 41 | Rebel | Armor Axe | 18 | Iron Poleax |
| 42 | Rebel | Priest | 18 | Physic, Heal |
| 43 | Rebel | Sniper | 4 | Steel Longbow |
| 44 | Rebel | Archer | 17 | Steel Bow |
| 45 | Rebel | Archer | 17 | Steel Bow |
| 46 | Rebel | Sniper | 3 | Steel Longbow |
| 47 | Rebel | Halberdier | 3 | Short Spear, Speedwing |
| 48 | Rebel | Soldier | 17 | Steel Lance |
| 49 | Rebel | Soldier | 17 | Steel Lance |
| 50 | Tashoria | Swordmaster | 8 | Wo Dao |

| Enemy Units (Normal Mode) | | | | |
|---------------------------|-------|--------------|----|-------------|
| No. | Name | Class | Lv | Items |
| 1 | Rebel | Soldier | 15 | Steel Lance |
| 2 | Rebel | Fighter | 15 | Steel Axe |
| 3 | Rebel | Fighter | 15 | Steel Axe |
| 4 | Rebel | Lance Knight | 15 | Steel Lance |
| 5 | Rebel | Sword Knight | 16 | Steel Sword |
| 6 | Rebel | Axe Knight | 15 | Steel Axe |

| Enemy Reinforcements: Turn 4 | | | | |
|------------------------------|-------|-------------|----|-------------|
| No. | Name | Class | Lv | Items |
| 51 | Rebel | Soldier | 18 | Steel Lance |
| 52 | Rebel | Fire Sage | 2 | Elfire |
| 53 | Rebel | Soldier | 18 | Steel Lance |
| 54 | Rebel | Armor Sword | 18 | Steel Sword |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 55 | Rebel | Sword Knight | 17 | Iron Blade |
| 56 | Rebel | Sword Knight | 19 | Wind Edge |
| 57 | Rebel | Lance Knight | 16 | Steel Lance |
| 58 | Rebel | Lance Knight | 17 | Steel Lance |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 59 | Rebel | Axe Knight | 18 | Hand Axe |
| 60 | Rebel | Axe Knight | 18 | Steel Axe |
| 61 | Rebel | Sword Knight | 17 | Steel Sword |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 62 | Rebel | Axe Knight | 18 | Hand Axe |
| 63 | Rebel | Axe Knight | 18 | Steel Axe |
| 64 | Rebel | Sword Knight | 17 | Steel Sword |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 65 | Rebel | Sword Knight | 17 | Iron Blade |
| 66 | Rebel | Sword Knight | 19 | Wind Edge |
| 67 | Rebel | Lance Knight | 16 | Steel Lance |
| 68 | Rebel | Lance Knight | 17 | Steel Lance |

Enemy Reinforcements: Entering Zone A

| No. | Name | Class | Lv | Items |
|-----|-------|---------|----|---------|
| 69 | Rebel | Soldier | 18 | Javelin |
| 70 | Rebel | Soldier | 18 | Javelin |

Ally Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|---------------|----|--------------------------------|
| 1 | Crimea | Blade Paladin | 1 | Steel Sword |
| 2 | Crimea | Bow Paladin | 1 | Steel Bow |
| 3 | Crimea | Blade Paladin | 1 | Steel Sword, Vulnerary |
| 4 | Crimea | Bishop | 1 | Light, Mend, Physic |
| 5 | Crimea | Lance Paladin | 1 | Steel Lance, Vulnerary |
| 6 | Crimea | Lance Paladin | 2 | Steel Lance, Vulnerary |
| 7 | Crimea | Lance Paladin | 2 | Steel Greatlance, Vulnerary |
| 8 | Crimea | Bishop | 1 | Light, Mend, Physic, Vulnerary |
| 9 | Crimea | Lance Paladin | 1 | Javelin |
| 10 | Crimea | Axe Paladin | 1 | Hand Axe |
| 11 | Crimea | Axe Paladin | 1 | Steel Axe, Vulnerary |
| 12 | Crimea | Axe Paladin | 1 | Steel Axe |

Turn 1: Take all your units as far up the middle as they will go, and kill an enemy at the edge of their range. Make sure that the enemy is weak against your weapon type, keeping the weapon triangle in mind while choosing targets.



Turn 2: Enemy congestion in the middle means you must detour through the opening in the fence to the right. Move all units



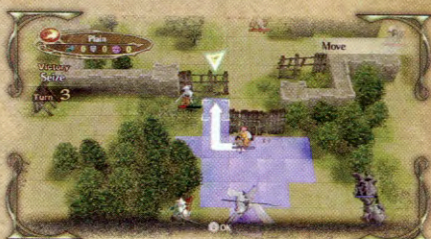
east toward the gate opening save Makalov, who does quite well in the enemy phase if you place him in the center of the area.

Turn 3:

Continue riding most units northeast, attacking any enemy units in the path. Ignore enemies that may have moved south of your location.



If Makalov has a clear shot to the north, ride up and clear a path to the central gate. Move Makalov into the zone where an Arms Scroll is located, and the lucky drunk most likely finds it.



Turn 4: The rough terrain slows them down a bit, but still take most of your units up to the weak right flank and attack the enemies blocking the opening.

Playing this battle two ways can make it either really easy or really challenging. To achieve the maximum amount of bonus experience, you must avoid killing as many of the Rebel army as possible. To achieve that, direct the Ally team to Halt. Otherwise, they make the battle easier by mowing down all the Rebels in their path. For your part, drive your six horseback units up through the middle. Inside the castle yard, split off into two groups and take out the ballistae and catapults on each side of the castle. Then Geoffrey can ride up the middle to fight with Tashoria. Once the boss is defeated, seize the castle.

FIRE EMBLEM

RADIANT DAWN

Makalov solo should continue taking out the enemies near the center gate, especially the Warriors brandishing Bowguns.

Turn

5: Move Geoffrey as far up the aisle toward the east stairs as you can, and take out one of the foes funneling down from above. Kieran and Marcia should follow him, while everyone else moves through the gate and heads west to help Makalov hack his way through the clogging central gate.



Continue cleaning up the eastern rise.



Turn 8:

Geoffrey and Marcia should be able to clean up any units remaining on the east rise, while all others move west and break open the door to the west tower.



Turn 9: Makalov can move into the space to the left of the west tower door to obtain a Coin. All others should attack and break open the tower door, riding up to take a swipe, and then riding away. Geoffrey and Marcia should start moving toward the center of the area, being careful to avoid Zone A as marked on the maps in this guide.



CAUTION

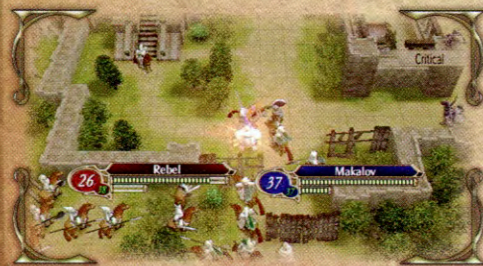
Place your units at least three spaces from one another, so that the catapults cannot damage multiple heroes with a single volley.



Turn 6:

Continue hacking through units attempting to block the eastern alley. Meanwhile, fly Marcia

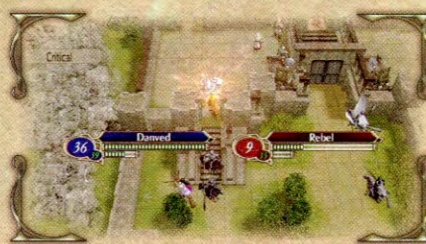
over the walls and kill the Archer operating the forward catapult.



Turn 7:

Makalov and whomever was helping him at the center gate need to break free at this point

and start heading toward the door to the western battlements.



Turn 10: Break through the tower door and attack. The armor at the top is quite strong, so allow each horseback unit to ride up,

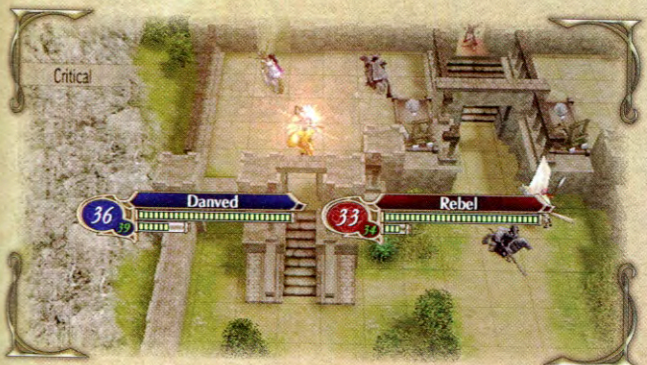
take a stab, then ride away. Finish with Danved moving in for the kill.



If possible, ride Astrid up through the open door and take out the Priest wielding a Physic staff.



Turn 11: Geoffrey and Marcia should attack the doors Tashoria hides behind.



Clear the west tower of Archers.

Turn 12: Have a subordinate unit such as Marcia attack the boss first. Then Geoffrey can use the Brave Lance to finish him off.

Turn 13: Allow your subordinate units to attack any enemies remaining, and then ride Geoffrey up to the seize target and clear the map.



Her Majesty the queen promises leniency and means you no harm! Listen to me! You must yield!



Seize
Items
Order
Direct
Wait

| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 2,500 |
| Victory in 11 Turns or Less | 1,750 |
| Victory in 15 Turns or Less | 875 |
| Each Initial Rebel Survives | 200x50 |
| Maximum Bonus | 14,250 |

Base Preparations: Part III Endgame

Info: Talk with Calill, and she joins the party as a Fire Sage. She bears a Meteor tome, which is sure to come in handy. Haar hands Elincia a Physic staff, which allows the user to heal distant units, at a range determined by the healer's Magic.

Items: Elincia now has the Amiti, making all her other weapons obsolete. Trade her other belongings to the Convoy, as well as unnecessary items held

by other units. Give everyone solid weapons with plenty of uses from the Convoy, or purchase them from the Armory. Make sure Mordecai has Olivi Grass and Laguz Stones on hand. Lethe should be able to transform naturally in the battle.

Support: Set up a support between Nephenee and Brom.



She had the brains to set this up in advance, so I know she has a good head on her shoulders.



Create a support relationship?

Nephenee

Brom

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Hit

Support

Atk

Def

Part III Endgame: Elincia's Gambit

The troop emplacement at Castle Felirae served only as a diversion, to allow Ludveck to swoop in close and kidnap Elincia's most treasured friend, Lady Lucia. Through cruel means, he extracts from her Queen Elincia's hiding place at Fort Alpea. The following morning, Duke Ludveck swarms the castle with a massive army of rebels. Elincia must defeat Ludveck in combat to strengthen the resolve of her throne and unify Crimea once and for all.



Y-Your Majesty, dire news! The rear gate is open, and the rebel army is storming in!

FIRE EMBLEM

RADIANT DAWN

New Units

Calill

Calill makes an excellent indirect fighter, lending support to stronger units. Make sure to keep her behind the lines and out of the reach of arrows and thrown weapons. Most likely, just one enemy attack is enough to kill her.



Hidden:
Olivi Grass

Conditions

Victory: Defend for 15 turns, defeat boss

Defeat: Elincia dies, enemy seizes location

Player: Crimean Army 15

Other: Crimean Army 11

Enemy: Rebel Army 90

Hidden:
Olivi Grass

Hidden:
Coin

Hidden:
Arms Scroll

51, 62, 69,
77, 89

20, 55, 90

53, 59, 66, 74, 87

21, 54, 86

47, 70, 78, 82

50, 58, 65, 73, 81, 85

19, 52, 61, 68, 76, 88

48, 56, 63, 71, 79, 83 49, 57, 64, 72, 80, 84

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|---------------------------|
| 1 | Rebel | Warrior | 3 | Steel Axe |
| 2 | Rebel | Halberdier | 2 | Steel Lance |
| 3 | Rebel | Warrior | 3 | Bowgun, Coin |
| 4 | Rebel | Soldier | 19 | Steel Lance |
| 5 | Rebel | Soldier | 20 | Steel Lance, Coin |
| 6 | Rebel | Archer | 20 | Steel Bow |
| 7 | Rebel | Halberdier | 3 | Javelin |
| 8 | Rebel | Lance General | 3 | Short Spear |
| 9 | Rebel | Soldier | 19 | Steel Lance, Vulnerary |
| 10 | Rebel | Archer | 20 | Steel Bow |
| 11 | Rebel | Thunder Sage | 3 | Elthunder, Reaper Card |
| 12 | Rebel | Sniper | 3 | Crossbow |
| 13 | Rebel | Axe General | 4 | Short Axe, Nullify |
| 14 | Rebel | Thunder Sage | 2 | Elthunder |
| 15 | Rebel | Swordmaster | 4 | Steel Blade |
| 16 | Rebel | Soldier | 19 | Javelin |
| 17 | Rebel | Halberdier | 2 | Steel Greatlance |
| 18 | Rebel | Soldier | 20 | Steel Lance |
| 19 | Rebel | Lance General | 3 | Steel Greatlance |
| 20 | Rebel | Priest | 18 | Mend |
| 21 | Rebel | Sniper | 1 | Crossbow |
| 22 | Rebel | Sniper | 3 | Steel Longbow |
| 23 | Rebel | Sniper | 3 | Steel Longbow |
| 24 | Rebel | Thunder Sage | 3 | Elthunder |
| 25 | Rebel | Halberdier | 4 | Steel Greatlance |
| 26 | Rebel | Halberdier | 4 | Short Spear |
| 27 | Rebel | Halberdier | 4 | Steel Greatlance |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|--|
| 28 | Rebel | Axe General | 4 | Steel Poleax |
| 29 | Rebel | Axe General | 4 | Steel Poleax, Dracoshield |
| 30 | Rebel | Axe General | 3 | Short Axe |
| 31 | Rebel | Sniper | 4 | Crossbow |
| 32 | Rebel | Priest | 19 | Mend, Coin |
| 33 | Rebel | Armor Lance | 18 | Steel Lance |
| 34 | Rebel | Armor Lance | 19 | Javelin |
| 35 | Rebel | Armor Axe | 20 | Hand Axe, Coin |
| 36 | Rebel | Armor Axe | 20 | Steel Poleax, Energy Drop , Vulnerary |
| 37 | Rebel | Armor Axe | 19 | Steel Poleax |
| 38 | Rebel | Soldier | 20 | Steel Lance |
| 39 | Rebel | Axe General | 2 | Hammer |
| 40 | Rebel | Priest | 18 | Mend, Vulnerary |
| 41 | Rebel | Swordmaster | 3 | Steel Sword |
| 42 | Rebel | Warrior | 3 | Bowgun |
| 43 | Rebel | Lance General | 2 | Silver Greatlance |
| 44 | Rebel | Armor Lance | 20 | Steel Lance |
| 45 | Rebel | Armor Axe | 19 | Steel Axe |
| 46 | Ludveck | Axe General | 11 | Tomahawk |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 47 | Rebel | Thunder Sage | 2 | Elthunder |
| 48 | Rebel | Halberdier | 2 | Javelin |
| 49 | Rebel | Halberdier | 2 | Steel Greatlance |
| 50 | Rebel | Sniper | 1 | Steel Bow |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 51 | Rebel | Halberdier | 4 | Iron Greatlance |
| 52 | Rebel | Halberdier | 2 | Steel Greatlance |
| 53 | Rebel | Halberdier | 2 | Steel Lance |
| 54 | Rebel | Warrior | 2 | Bowgun |
| 55 | Rebel | Warrior | 2 | Steel Poleax |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------|
| 56 | Rebel | Sword General | 3 | Steel Blade |
| 57 | Rebel | Lance General | 3 | Steel Greatlance |
| 58 | Rebel | Sword General | 2 | Wind Edge |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 59 | Rebel | Swordmaster | 3 | Steel Blade |
| 60 | Rebel | Thunder Sage | 1 | Elthunder |
| 61 | Rebel | Warrior | 1 | Bowgun |
| 62 | Rebel | Swordmaster | 3 | Venin Edge |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------|
| 63 | Rebel | Sword General | 3 | Steel Blade |
| 64 | Rebel | Lance General | 3 | Steel Greatlance |
| 65 | Rebel | Sword General | 2 | Wind Edge |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 66 | Rebel | Swordmaster | 3 | Steel Blade |
| 67 | Rebel | Thunder Sage | 1 | Elthunder |
| 68 | Rebel | Warrior | 1 | Bowgun |
| 69 | Rebel | Swordmaster | 3 | Venin Edge |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 70 | Rebel | Thunder Sage | 2 | Elthunder |
| 71 | Rebel | Halberdier | 2 | Javelin |
| 72 | Rebel | Halberdier | 2 | Steel Greatlance |
| 73 | Rebel | Sniper | 1 | Steel Bow |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 74 | Rebel | Swordmaster | 3 | Steel Blade |
| 75 | Rebel | Thunder Sage | 1 | Elthunder |
| 76 | Rebel | Warrior | 1 | Bowgun |
| 77 | Rebel | Swordmaster | 3 | Venin Edge |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 78 | Rebel | Thunder Sage | 2 | Elthunder |
| 79 | Rebel | Halberdier | 2 | Javelin |
| 80 | Rebel | Halberdier | 2 | Steel Greatlance |
| 81 | Rebel | Sniper | 1 | Steel Bow |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 82 | Rebel | Thunder Sage | 2 | Elthunder |
| 83 | Rebel | Halberdier | 2 | Javelin |
| 84 | Rebel | Halberdier | 2 | Steel Greatlance |
| 85 | Rebel | Sniper | 1 | Steel Bow |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 86 | Rebel | Warrior | 2 | Bowgun |
| 87 | Rebel | Halberdier | 2 | Steel Lance |
| 88 | Rebel | Halberdier | 2 | Steel Greatlance |
| 89 | Rebel | Halberdier | 4 | Iron Greatlance |
| 90 | Rebel | Warrior | 2 | Steel Poleax |

Ally Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|--------------|----|---------------------------------|
| 1 | Crimea | Sniper | 3 | Steel Bow, Vulnerary |
| 2 | Crimea | Sniper | 3 | Steel Bow, Vulnerary |
| 3 | Crimea | Halberdier | 3 | Steel Greatlance |
| 4 | Crimea | Halberdier | 3 | Steel Lance, Javelin, Vulnerary |
| 5 | Crimea | Halberdier | 3 | Steel Lance, Javelin, Vulnerary |
| 6 | Crimea | Bishop | 2 | Light, Physic |
| 7 | Crimea | Axe General | 4 | Steel Poleax |
| 8 | Crimea | Axe General | 3 | Steel Poleax |
| 9 | Crimea | Thunder Sage | 4 | Bolting, Elthunder |

Allied Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|--------|---------------|----|---------------------------|
| 10 | Crimea | Lance Paladin | 5 | Steel Greatlance, Javelin |
| 11 | Crimea | Lance Paladin | 4 | Short Spear |

Prior to starting, reposition units so that Brom is on the ground level to the far right, Mordecai is on the ground to the far left, and Haar is front and center in the middle. This allows you to accomplish necessary movements within the first few turns.

Clear enemy units out of the upper area, and then place Mordecai transformed at the top of the west stairs and Brom in the passage to the east. Ludveck's overwhelming numbers mean squat when they can only advance one at a time. After several turns of hacking and slashing approaching hordes and staying strong, move your flying units down to attack the stationary units surrounding Ludveck in the center.

When Geoffrey and his troupe arrive in Turn 8, cut a path down the east alleyway. As Brom and the other units blocking the west stairs thin out the horde, start hacking into the lower central area. Take out any healers remaining, and then Elincia can attack Ludveck. She seems to be the only one who can inflict significant damage to the duke without consequences. After Ludveck attempts to flee and lick his wounds, Elincia can hit him again to take him out and end the battle prematurely.

FIRE EMBLEM

RADIANT DAWN

Turn 1:

Fly Elincia straight down to the mid-level and use Amiti to kill the Soldier positioned by the wall. She should hold her ground and make a few kills during the enemy phase. Haar can fly down and wipe out the Archer on the right with a Javelin, then fly back to the top of crumbling wall.



Turn 2: Marcia and Heather must kill off any foes blocking the west passage behind the sandbags. Move Marcia up to the upper battlements to heal next turn, if possible.



Move Mordecai, Lethe, and Heather down the west stairs. Marcia should fly in, take a couple stabs at the nearby Halberdier, and fly back to the other side of the sandbags.



Move Nephenee and Brom down to block the two passages leading to the east stairs. Take Calill

down off her perch and try to hit any foe in range with Meteor.

Glide Nealuchi down to the front of the upper battlements, and use a Laguz Stone to change.

After Leanne reactivates him with Vigor, let him fly down and attack one of the nearby enemies. Move Leanne west, to the edge of the upper level battlements.



Move Mordecai down the mid-level as far as he will go, within Leanne's range. Then move Leanne down and use Vigor on Mordecai and hopefully Heather simultaneously. Mordecai can then move down and block the long stairs at the lower left corner of the level. Transform and attack the closest enemy.

TIP

Move Heather to the space where an Olivi Grass is buried and wait there several turns if needed to obtain it. Mordecai will need it to stay transformed and continue blocking the west stairs on Turn 3, if not now.



Elincia, Haar, Nealuchi, Nephenee, Brom, and Calill can team up to take out the enemies remaining on the mid-level. Keep Brom positioned close to the east stairs leading down to the lower level.



Turn 3: With the lower door on the east side destroyed, enemies now pour through. Move Brom to block the space between the sandbags and the corner, and attack any foes in range. Place Nephenee to the left and Calill behind the sandbags, and use their ranged attacks against foes who pile up on the stairs.



After killing any remaining foes on the mid-level, position flying units Elincia, Marcia, and Nealuchi along the forward battlements in preparation to start hit-and-run raids into the center, next turn.



Position Haar along the eastern battlements above the stairs, and used ranged attacks against foes lining up to attack Mordecai. If Heather obtained Olivi Grass last turn, move her over to Mordecai and trade it to him.



Turn 4: Mordecai must use an Olivi Grass to stay transformed, while Haar and Heather can attack foes along the stairs indirectly.

Move Elincia, Marcia, and Nealuchi down to the central area, attack the nearest units, and then retreat to the safety of the higher level. Use Leanne's Vigor to give Elincia and Marcia second moves each turn. If Nealuchi reverts, move him back to the upper level and wait until his gauge naturally refills.



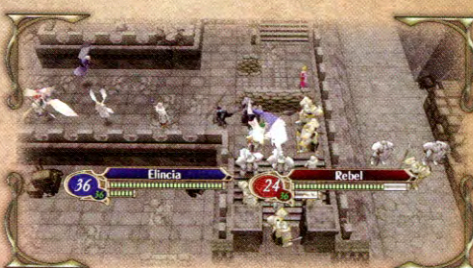
Attack the enemies flooding the east staircase. Brom should recover only if below half health. Move Lethe into the action and transform to attack enemies.

Turn 5: If room is available, start moving Brom and Nephenee down the east stairs to attack.



Maintain a formation such that enemies do not move through to the upper level, and so that Lethe can retreat if she reverts. Otherwise, repeat your actions from last turn.

Turn 6: Your flying units can no longer reach enemies in the central area and still retreat to the safety of the mid-level battlements. Instead, fly east and help Nephenee and Brom clean house, flying back behind the sandbags at the end of your moves. Have Leanne continue giving Marcia and Elincia second moves each turn.



FIRE EMBLEM

RADIANT DAWN

Turn 7:

Repeat all actions from the last turn. With Elincia's and Marcia's help, the east stairs should be thinning out.



Turn 8:

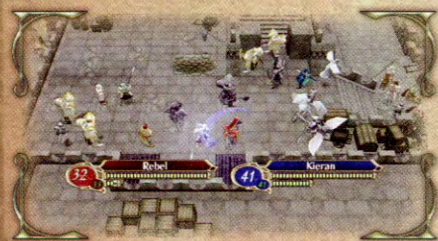
The cavalry has arrived! Move Geoffrey and company down from the northeast corner and attack the three armors standing in the way.



Obliterate any foes remaining in the east stairwell, and move Brom down to block the south doorway. Take your flying units over the wall to attack the units blocking Geoffrey's entrance, then retreat to the top of the wall.



Turn 9: As enemies attempt to clog the doorway at the bottom of the stairs, move flying units behind them to sandwich them from both sides. Continue moving Geoffrey's group south and up the stairs. Tend to Mordecai as needed.



Turn 10: Move the cavalry upstairs and engage the generals and new reinforcements in range. Move units as far into the lower central area as possible, if even they cannot retreat after their move.



As the horde along the west stairs thins out, move Mordecai to the bottom of the stairs. Place Heather and Haar on the stairs and continue attacking from above.

Turn 11:

Move and attack with everyone in the lower central area except Elincia. Decimate as many enemies as you can in order to clear the way so that Elincia has a clear path to Ludveck. Be sure to kill any Priests in the area, first and foremost.



Elincia's first attack against Ludveck does considerable damage, but fails to kill him. He retreats to a corner of the area, where his soldiers attempt to shield him with their bodies.



Turn 12: Wipe out one of the units protecting Ludveck, and then move Elincia in for a second attack. Defeating Ludveck, Elincia has fortified her rule and restored peace and dignity to Crimea.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|---------------|-----------|
| Victory | 3,000 |
| Maximum Bonus | 3,000 |

PART III: INTERSECTING VOWS

Base Preparations: Part III Prologue

Manage: The only change to consider is moving the Provoke skill from Shinon to another character. Because Shinon is equipped with a bow, he cannot counter melee attacks. Someone with a high defense such as Ike or Gatrie could better benefit from this skill, surviving multiple enemy attacks and gaining higher experience during every enemy phase.

Part III Prologue: The Great Advance



Prince Rafael's discovery that the Begnion Senate ordered the wholesale slaughter of Herons in the infamous Serenes Massacre sets the Laguz Alliance of Gallia, Phoenicis, and Kilvas against Begnion. Agreeing with Gallian Sub-commander Ranulf that justice must be acknowledged, Ike and the Greil Mercenaries aid the Laguz Alliance in their struggle. The Laguz Alliance's first target is the fortress of Flaguerre on the outskirts of Begnion.

New Units

Ike

Ike is the strongest unit, capable of withstanding plenty of hits and defeating several enemies per turn. Place him out front and keep healing him to bring his level up quickly.



Mist

Although Mist has a sword, she is often better employed as a healer. Avoid placing her in exposed positions, for the enemies will surely pounce on the chance to kill Ike's sister.



Titania

Titania is just as fearsome as she was in *Path of Radiance*, capable of riding forward to eliminate foes before retreating to the front line, protecting comrades like an impenetrable shield.



Soren

Soren requires a good deal of leveling up to become truly lethal with magic. However, he is weak at all times regardless of level against melee and bow attacks. Position him behind other units and keep him safe at all times.



Gatrie

Gatrie is like a moving tank, capable of withstanding or deflecting several hits in a single turn. Whenever the party must pass through a single-space passage, place Gatrie out front to prevent harm from coming to others.



Rolf

Rolf is an inexperienced Sniper, and he requires some leveling up to become lethal. His low defense and resistance make him highly susceptible to attacks. If you intend to use Rolf and level him up, be prepared to rescue him several times, or lose him.



Rhys

Although Rhys can cast Light spells, avoid the temptation to make him an attacker. His primary function should be healing other units from behind front lines. Having the best Luck in the group, Rhys is also very good at finding buried treasures and hidden items.



Mia

Mia's Vantage skill lets her strike first even when enemies initiate attack. This brave Swordmaster can take out several enemies in a single turn when placed on the front lines. However, be prepared to heal her at the beginning of each player phase.



Shinon

Shinon is the game's best bow unit. When he's using his Killer Bow or other specialized archery weapons, his frequent critical hits make it worthwhile to keep leveling him up in preparation for Part IV. He can also withstand minor damage, making it all right to position him somewhat exposed, if absolutely necessary.



FIRE EMBLEM

RADIANT DAWN

Boyd

Boyd is a balanced Warrior who takes damage as well as he gives. Place him on the front line and let him chop away, but be prepared to heal him frequently each turn.



Oscar

While almost but not quite Titania's equal as another mounted unit, Oscar proves to be quite capable with hit-and-run tactics, using his Canto skill.



Conditions

Victory: Skrimir arrives

Defeat: Ike, Ranulf, or Skrimir dies

Player: Mercenaries 11

Enemy: Imperial Army 47

Other: Laguz Alliance 24



| Enemy Units (Normal Mode) | | | | |
|---------------------------|----------|---------------|----|-------------------|
| No. | Name | Class | Lv | Items |
| 1 | Septimus | Lance General | 10 | Spear |
| 2 | Silvano | Sniper | 8 | Crossbow |
| 3 | Begnion | Halberdier | 6 | Steel Lance |
| 4 | Begnion | Halberdier | 5 | Steel Lance |
| 5 | Begnion | Halberdier | 5 | Javelin |
| 6 | Begnion | Warrior | 5 | Steel Axe |
| 7 | Begnion | Fire Sage | 4 | Elfire |
| 8 | Begnion | Fire Sage | 6 | Elfire |
| 9 | Begnion | Axe General | 6 | Steel Axe |
| 10 | Begnion | Fire Sage | 5 | Elfire, Vulnerary |
| 11 | Begnion | Warrior | 5 | Steel Poleax |
| 12 | Begnion | Swordmaster | 6 | Steel Blade |
| 13 | Begnion | Sniper | 4 | Steel Bow, Coin |
| 14 | Begnion | Halberdier | 6 | Javelin |
| 15 | Begnion | Lance General | 7 | Steel Greatlance |
| 16 | Begnion | Lance General | 7 | Short Spear |
| 17 | Begnion | Halberdier | 5 | Steel Greatlance |
| 18 | Begnion | Fire Sage | 5 | Elfire |
| 19 | Begnion | Lance General | 7 | Horseslayer |
| 20 | Begnion | Sniper | 4 | Steel Bow |
| 21 | Begnion | Swordmaster | 5 | Steel Sword |
| 22 | Begnion | Warrior | 5 | Bowgun |
| 23 | Begnion | Warrior | 6 | Steel Axe |

| Enemy Units (Normal Mode) | | | | |
|---------------------------|---------|---------------|----|----------------------|
| No. | Name | Class | Lv | Items |
| 24 | Begnion | Lance General | 5 | Steel Lance |
| 25 | Begnion | Halberdier | 7 | Steel Greatlance |
| 26 | Begnion | Bishop | 6 | Mend |
| 27 | Begnion | Sniper | 4 | Steel Bow, Vulnerary |
| 28 | Begnion | Warrior | 6 | Steel Poleax |
| 29 | Begnion | Lance General | 7 | Steel Lance |
| 30 | Begnion | Swordmaster | 6 | Steel Sword |
| 31 | Begnion | Sword General | 6 | Steel Sword |
| 32 | Begnion | Fire Sage | 4 | Elfire, Vulnerary |
| 33 | Begnion | Lance General | 6 | Steel Lance |

| Other Units | | | | |
|-------------|---------|-------|----|-------------------|
| No. | Name | Class | Lv | Items |
| 1 | Skrimir | Lion | 25 | Fang, Laguz Stone |
| 2 | Ranulf | Cat | 26 | Claw, Concoction |
| 3 | Gallia | Tiger | 17 | Fang |
| 4 | Gallia | Tiger | 18 | Fang |
| 5 | Gallia | Tiger | 16 | Fang |
| 6 | Gallia | Cat | 18 | Claw, Vulnerary |
| 7 | Gallia | Cat | 20 | Claw |
| 8 | Gallia | Cat | 17 | Claw |
| 9 | Gallia | Cat | 17 | Claw, Vulnerary |

Other Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-----------------|
| 10 | Gallia | Tiger | 17 | Fang |
| 11 | Gallia | Cat | 17 | Claw, Vulnerary |
| 12 | Gallia | Tiger | 18 | Fang |
| 13 | Gallia | Cat | 17 | Claw |

Other Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 14 | Gallia | Tiger | 18 | Fang |
| 15 | Gallia | Tiger | 17 | Fang |

Other Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 16 | Gallia | Tiger | 16 | Fang |
| 17 | Gallia | Cat | 18 | Claw |
| 18 | Gallia | Cat | 17 | Claw |

The Gallian forces undertake the greater burden in this battle. Simply move north and prevent Snipers from manning the ballistae pointed at the laguz's positions. Upon reaching the northwest corner, head east and help Skrimir and Ranulf finish off the Generals and Silvano guarding the arrival point.



Turn 1: Use the maps provided herein to move north and find the enemies lurking in the fog of war. Move your fighters such as

Ike, Titania, Mia, and Oscar first, and try to block the three-space passage between the trees. Position weaker units such as Mist, Rolf, Rhys, and Soren behind the front line.

Turn 2: Let Gatrie, Boyd, and Ike wipe out the closest units with Soren's help, so that Titania and Oscar can move far to the north and attack the enemy group headed for the second ballista.



Turn 3: With enemies on your side of the field being so light, let the units that move fewer spaces continue to mop up enemies while Titania and Oscar continue to charge north and east, where they encounter a General blocking the path.



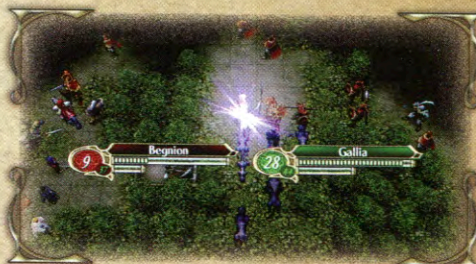
Turn 4:

As Titania and Oscar continue to clash with units blocking the passage to the east side of the field, bring all of your units north and east, eliminating any remaining foes near the ballistae.



Turn 5:

While Septimus flees and Silvano takes over guarding the arrival target, Skrimir and the Gallians help wipe out units blocking the passage to the east field. Move units as far east as possible.



Generals and Bishop blocking the arrival target.

Turn 6:

Continue moving units toward the northeast corner, and help Skrimir and Ranulf attack the



Turn 7:

Slower moving units can move south to help the Gallians kill off the remaining Begnions in the courtyard to gain experience. Titania, Ike, Oscar, and Boyd head northeast to help eliminate Silvano and clear the arrival target for Skrimir.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 1,500 |
| Victory in 10 Turns or Less | 750 |
| Victory in 15 Turns or Less | 375 |
| Each Gallian Survives | 200x23 |
| Maximum Bonus | 6,850 |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-----------------------------|
| 1 | Begnion | Halberdier | 5 | Steel Lance |
| 2 | Begnion | Sniper | 4 | Steel Bow |
| 3 | Begnion | Halberdier | 4 | Steel Lance |
| 4 | Begnion | Swordmaster | 5 | Killing Edge |
| 5 | Begnion | Axe General | 5 | Steel Axe |
| 6 | Begnion | Sword General | 4 | Steel Sword |
| 7 | Begnion | Warrior | 6 | Hammer |
| 8 | Begnion | Thunder Sage | 6 | Elthunder |
| 9 | Begnion | Axe General | 7 | Short Axe |
| 10 | Begnion | Halberdier | 5 | Short Spear |
| 11 | Begnion | Sniper | 5 | Steel Longbow, Vulnerary |
| 12 | Begnion | Warrior | 4 | Steel Poleax |
| 13 | Begnion | Halberdier | 5 | Steel Greatlance |
| 14 | Begnion | Thunder Sage | 4 | Elthunder |
| 15 | Begnion | Halberdier | 5 | Steel Greatlance, Vulnerary |
| 16 | Begnion | Sword General | 5 | Steel Sword |
| 17 | Begnion | Sniper | 5 | Crossbow |
| 18 | Begnion | Sword General | 6 | Steel Blade |
| 19 | Begnion | Axe General | 4 | Steel Poleax |
| 20 | Begnion | Sword General | 6 | Steel Sword |
| 21 | Begnion | Fire Sage | 5 | Elfire |
| 22 | Rommit | Halberdier | 9 | Killer Lance, Concoction |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------|
| 23 | Begnion | Sniper | 6 | Steel Bow |
| 24 | Begnion | Fire Sage | 6 | Elfire |
| 25 | Begnion | Lance General | 7 | Horseslayer |
| 26 | Begnion | Axe General | 6 | Hand Axe |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|------------------|
| 27 | Begnion | Halberdier | 6 | Steel Greatlance |
| 28 | Begnion | Halberdier | 5 | Short Spear |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|--------------|
| 29 | Begnion | Sniper | 5 | Steel Bow |
| 30 | Begnion | Warrior | 5 | Steel Poleax |
| 31 | Begnion | Swordmaster | 6 | Steel Blade |

Ally Units

| No. | Name | Class | Lv | Items |
|-----|-------|-------|----|-------|
| 1 | Lyre | Cat | 17 | Claw |
| 2 | Lethe | Cat | * | * |

* Lethe's level and items dependent upon her status at the end of Part II.

Initially the group must split into two, heading southeast and northeast to ferret out foes hiding in the shadows. After visiting both houses on the map, send one group north and then west to confront the boss and reinforcements. A few units must remain near the starting location to take out reinforcements there, all within the 12-turn limit.

Turn 1: Send someone southeast to visit the lower house and obtain a Blue Gem, also revealing a few Generals standing in the fog of war. Move a few strong, far-moving units such as Oscar and Titania through the south alley to take on the Generals located there.



Move other units just slightly northeast, using the central lantern as an obstruction to help form a defensive wall

with three tough units: Gatrie, Ike, and Boyd. Direct Lyre and Lethe to Halt, keeping them safe and filling their transform gauges for the moment.

Turn 2: Send Mist, Soren, and Shinon east to help Titania and Oscar clear out the tough Generals and other units now blocking the alley.



Move northern units east while attacking enemy units that approached last turn from behind. Keep Rhys with this group so that



everyone stays healthy, but keep him behind the line to protect him from harm. Move Gatrie northwest to take on enemies slipping through the single-space passage to the boss's area.



Turn 3: Use this turn to wipe out any foes that slipped through the single-space passage from the northwest, positioning units

with caution against any Snipers positioned behind the wall dividing the area. Move Gatrie up into the space to plug the hole in your defenses.

FIRE EMBLEM

RADIANT DAWN

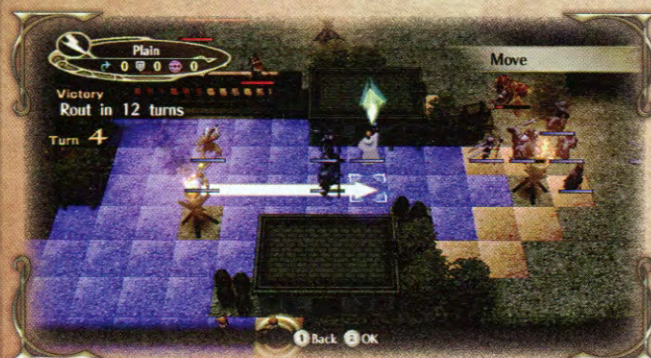


Meanwhile, allow any character except for Oscar, Boyd, or Rolf to visit the house in the center to obtain a Seraph Robe.

The squad in the south alley should clean up the last remaining foes there and start heading north to take on the enemies blocking the passage between trees.



Turn 4: Assault the forces blocking the central east area. Attempt to wipe them out this turn.



Move the units near the dividing wall east to draw the reinforcements in that direction.

Turn 5:

New enemies appear near the starting point in the southwest corner. Take Ike's south central team southwest to attack them. Use Ike's Direct command to order the Cat girls to Roam, and they will transform and attack the southwest reinforcements during the next ally phase.



As reinforcements and armored units approach the second team from the northwest, use Titania, Oscar, and Mia to block up the passage

and prevent harm to Mist, Soren, Rhys, and weaker units.

Turn 6: While Ike's team attacks newly arriving reinforcements in the southwest corner, continue holding ground in the central area.



Turn 7: Time to clean up. Wipe out the last round of reinforcements in the southwest corner, and take Titania's group northwest, attacking any remaining foes.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 2,000 |
| Victory in 10 Turns or Less | 1,000 |
| Victory in 12 Turns or Less | 500 |
| Maximum Bonus | 3,000 |

Base Preparations: Part III Chapter 2

Info: View the Item Shop scene to obtain a Silver Card, which cuts the price of all items in half. This item remains in possession during this base session only. When you leave base, the Silver Card is removed from inventory. So take advantage while the prices are hot!

Items: Ilyana, Nephenee, Brom, Heather, and Haar join Ike's Mercenaries, so check their supplies and make sure they are fortified for the road ahead.

Shop: Buy everything on the Bargains page, including a Wyrmslayer for

Mia, a Concoction, and an Arms Scroll, all at half price! Restock old units rejoining the party, and make sure Boyd, Titania, and Oscar have fresh throwing weapons.

Support: Set up support relations between units that do not already have a bond.

Manage: Use bonus experience to try to raise Ilyana to Thunder Sage, and raise Titania to Gold Knight, if possible.



Part III Chapter 2: Stormclouds



With the laguz bird tribes uniting to destroy Begnion supply ships, and Imperial nobles too busy squabbling over petty trifles to bother with the laguz advance, Ike takes the northern field against the disjointed imperials.

Conditions

Victory:

Defeat boss

Defeat:

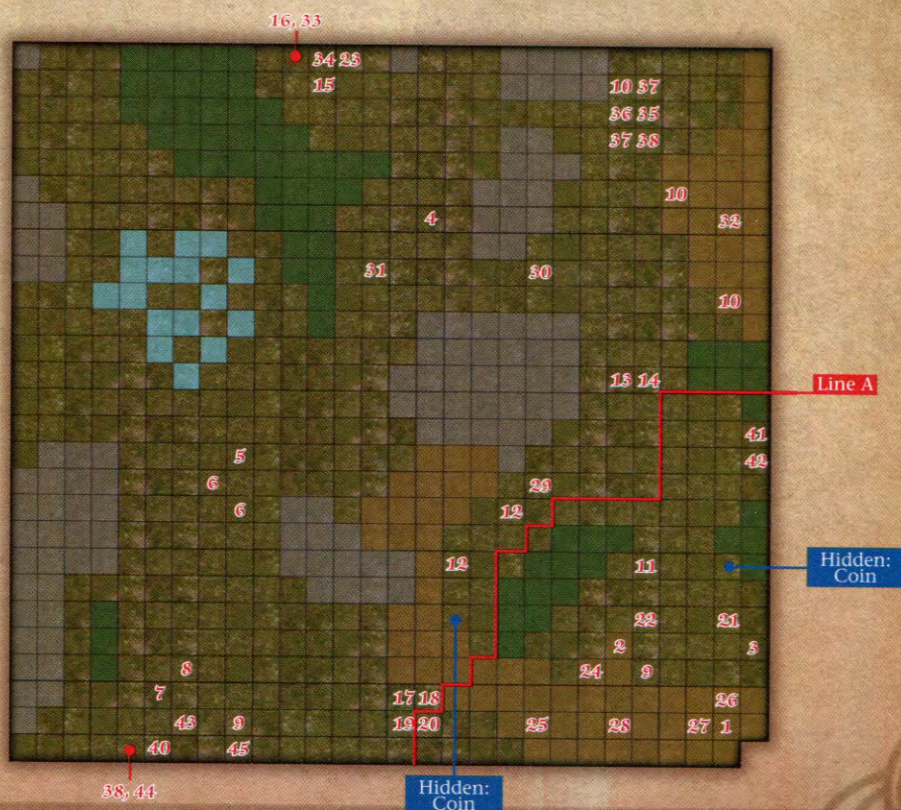
Ike dies

Player:

Mercenaries 16

Enemy:

Imperial Army 51



FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|---------------------------|
| 1 | Istvan | Dragonmaster | 11 | Short Axe, Elixir |
| 2 | Begnion | Bishop | 5 | Mend, Statue Frag |
| 3 | Begnion | Bishop | 6 | Recover |
| 4 | Begnion | Halberdier | 5 | Steel Lance |
| 5 | Begnion | Halberdier | 6 | Steel Lance |
| 6 | Begnion | Swordmaster | 5 | Steel Sword |
| 7 | Begnion | Wind Sage | 5 | Elwind |
| 8 | Begnion | Wind Sage | 6 | Elwind |
| 9 | Begnion | Thunder Sage | 6 | Elthunder |
| 10 | Begnion | Dragonmaster | 6 | Steel Axe |
| 11 | Begnion | Dragonmaster | 6 | Steel Lance |
| 12 | Begnion | Axe General | 6 | Hand Axe |
| 13 | Begnion | Sword Paladin | 7 | Steel Blade |
| 14 | Begnion | Sword Paladin | 6 | Steel Blade |
| 15 | Begnion | Axe Paladin | 5 | Steel Axe |
| 16 | Begnion | Axe Paladin | 6 | Steel Axe |
| 17 | Begnion | Axe Paladin | 6 | Steel Poleax |
| 18 | Begnion | Axe Paladin | 4 | Steel Poleax, Reaper Card |
| 19 | Begnion | Axe Paladin | 6 | Steel Poleax |
| 20 | Begnion | Axe Paladin | 7 | Hand Axe |
| 21 | Begnion | Sword General | 7 | Storm Sword, Steel Sword |
| 22 | Begnion | Sword General | 7 | Steel Blade |
| 23 | Begnion | Bow Paladin | 5 | Steel Bow |
| 24 | Begnion | Axe General | 7 | Steel Axe |
| 25 | Begnion | Axe General | 7 | Hammer, Coin |
| 26 | Begnion | Dragonmaster | 8 | Steel Greatlance |
| 27 | Begnion | Dragonmaster | 8 | Steel Poleax |
| 28 | Begnion | Dragonmaster | 7 | Steel Lance |
| 29 | Begnion | Thunder Sage | 5 | Elthunder |
| 30 | Begnion | Lance General | 8 | Horseslayer |
| 31 | Begnion | Axe General | 5 | Steel Axe |
| 32 | Begnion | Thunder Sage | 7 | Bolting, Elthunder |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------|
| 33 | Begnion | Sword Paladin | 5 | Steel Blade |
| 34 | Begnion | Bow Paladin | 5 | Steel Bow |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------|
| 35 | Begnion | Bow Paladin | 5 | Steel Bow |
| 36 | Begnion | Sword Paladin | 6 | Steel Sword |
| 37 | Begnion | Sword Paladin | 5 | Steel Sword |
| 38 | Begnion | Sword Paladin | 4 | Steel Sword |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|------------------|
| 39 | Begnion | Bow Paladin | 6 | Steel Bow |
| 40 | Begnion | Lance Paladin | 6 | Steel Greatlance |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|--------------|
| 41 | Begnion | Axe Paladin | 4 | Steel Poleax |
| 42 | Begnion | Lance Paladin | 6 | Steel Lance |

Enemy Reinforcements: Crossing Line A

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-----------|
| 43 | Begnion | Dragonmaster | 6 | Steel Axe |
| 44 | Begnion | Dragonmaster | 6 | Hand Axe |
| 45 | Begnion | Dragonmaster | 7 | Steel Axe |

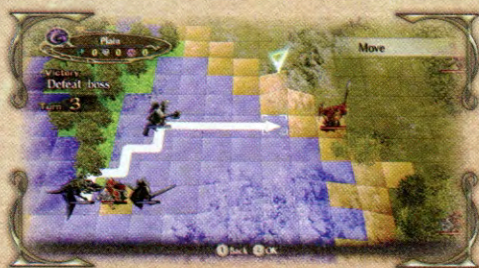
After defending the starting position for a few turns, send most of your force south and east to draw the boss out of the murky southeast corner. When Istvan stupidly draws near, surround and defeat him.



Turn 1: Reform your group into a circle, with stronger units on the edges and weaker units behind. Then end your turn. In the enemy phase, the nearest units approach, even though many of them are out of attack range.

Turn 2:

Be wary of the range of the Sages to the south, and move only strong units within those Sages' ranges to destroy the enemies who approached last turn. Continue to contain your battle in the starting area for this turn.



Turn 3:

With all of the southern units near the starting point, it's time to split up. Send far-moving units such as Titania, Oscar, and Haar northeast to prevent enemies and impending reinforcements from advancing from that direction. Use foot units to mop up the enemies in the starting area, while trying to move south.



Turn 4: While Titania's group holds ground to the north, start the long slog through the muck to the

southeast, toward the boss's position. Enemy units move out to attack in the enemy phase, so place your strongest units forward.



Turn 5: Continue moving the lower group south, positioning them just outside the nearest

enemies' ranges. Meanwhile, continue attacking individual units in the northwest area.

Turn 6: Move mounted units northeast to attack the newly arrived reinforcements.



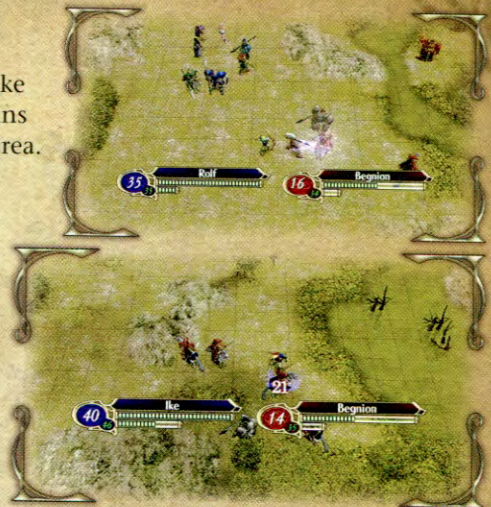
Meanwhile to the south, move only strong units within range of the Paladins near the swamp line.



Turn 7: Take Titania, Haar, Oscar, and any other units to the north upward to greet the newly arriving horsemen squad.

Team up to take out the Paladins in the south area.

Turn 8: Start moving the north units south while still attacking the Paladins that arrived last turn.



to move someone strong like Boyd or Ike in range of Istvan, over Line A as marked on our maps, intending to draw him out of the corner.

Turn 9: With Istvan and the other Dragon-masters drawn out of the southeast corner, ignore the reinforcements and lay siege to the boss. Some units may need to take out any Dragon-masters that might be preventing stronger units from reaching Istvan. Surround him and snuff him out for the instant win.



| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 2,500 |
| Victory in 15 Turns or Less | 1,250 |
| Victory in 20 Turns or Less | 625 |
| Maximum Bonus | 3,750 |

Base Preparations: Part III Chapter 3

Manage: Use bonus experience to keep inching units such as Haar, Ilyana, and Oscar toward their final class change.

Shop: Rare items on the Bargains page include a Dracoshield and the Flourish skill, which are not quite worth the money at this time.

FIRE EMBLEM

RADIANT DAWN

Part III Chapter 3: River Crossing



With the sudden betrayal of King Naesala and the raven tribe, resulting in the near-destruction of Phoenicis, the Laguz Alliance is forced to pull back and regroup on the northwest side of the Ribahn River. The uniting influence of General Zelgius spells doom for the Laguz Alliance. However, the brilliant tactician Soren devises a plan to utilize their new Hawk allies. Ike and his group must play their part by destroying the enemy supply camp.

Conditions

Victory: Turn 15: All supplies burnt

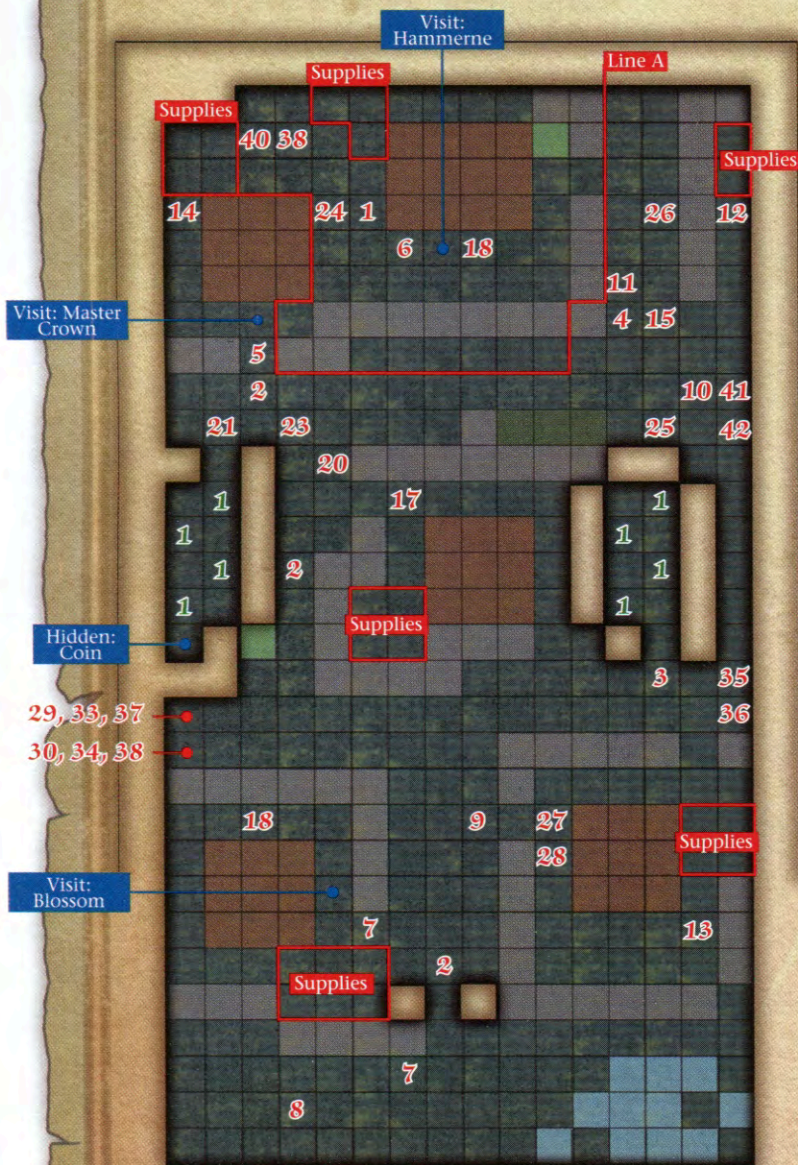
Defeat: Ike dies, 15 turns complete

Player: Mercenaries 11

Enemy: Imperial Army 42

Enemy: Senator 2

Other: War Horse 8



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|----------------------|
| 1 | Veyona | Druid | 9 | Worm, Shade |
| 2 | Begnion | Sword General | 9 | Steel Sword |
| 3 | Begnion | Axe General | 7 | Hand Axe |
| 4 | Begnion | Sword General | 7 | Steel Blade |
| 5 | Begnion | Lance General | 7 | Steel Lance, Javelin |
| 6 | Begnion | Sniper | 9 | Steel Longbow |
| 7 | Begnion | Halberdier | 6 | Steel Lance |
| 8 | Begnion | Halberdier | 7 | Steel Lance |
| 9 | Begnion | Halberdier | 7 | Javelin |
| 10 | Begnion | Fire Sage | 8 | Elfire |
| 11 | Begnion | Sniper | 8 | Killer Bow |
| 12 | Begnion | Halberdier | 9 | Short Spear |
| 13 | Begnion | Thunder Sage | 7 | Elthunder |
| 14 | Begnion | Wind Sage | 7 | Elwind, Vulnerary |
| 15 | Begnion | Sword General | 8 | Storm Sword |
| 16 | Begnion | Wind Sage | 6 | Elwind |
| 17 | Begnion | Thunder Sage | 8 | Elthunder |
| 18 | Begnion | Sword General | 10 | Silver Sword |
| 19 | Begnion | Halberdier | 8 | Short Spear |
| 20 | Begnion | Halberdier | 7 | Short Spear |

Enemy Reinforcements: Turn 1

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-------------------|
| 21 | Begnion | Sniper | 6 | Steel Bow |
| 22 | Begnion | Swordmaster | 6 | Steel Sword |
| 23 | Begnion | Swordmaster | 8 | Steel Sword, Coin |
| 24 | Begnion | Thunder Sage | 8 | Elthunder |
| 25 | Begnion | Swordmaster | 6 | Steel Blade |
| 26 | Begnion | Bishop | 8 | Mend, Ellight |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 27 | Senator | Bishop | 9 | Ashera Icon |
| 28 | Begnion | Halberdier | 6 | Steel Lance |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 29 | Begnion | Halberdier | 6 | Javelin |
| 30 | Begnion | Halberdier | 6 | Steel Lance |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|-----------|----|-----------|
| 31 | Senator | Bishop | 10 | White Gem |
| 32 | Begnion | Fire Sage | 7 | Elfire |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 33 | Begnion | Halberdier | 6 | Javelin |
| 34 | Begnion | Halberdier | 6 | Steel Lance |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|--------------|
| 35 | Begnion | Sword General | 8 | Steel Blade |
| 36 | Begnion | Axe General | 8 | Steel Poleax |

Enemy Reinforcements: Turn 14

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|------------------|
| 37 | Begnion | Sword General | 7 | Steel Blade |
| 38 | Begnion | Lance General | 7 | Steel Greatlance |

Enemy Reinforcements: Entering Area A

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|------------------|
| 39 | Begnion | Halberdier | 9 | Steel Greatlance |
| 40 | Begnion | Halberdier | 9 | Short Spear |
| 41 | Begnion | Halberdier | 7 | Short Spear |
| 42 | Begnion | Halberdier | 7 | Steel Greatlance |

Other Units

| No. | Name | Class | Lv | Items |
|-----|-------|-------|----|-------|
| 1 | Horse | Horse | 1 | None |

Be sure to include Haar and Heather in your lineup. Reposition units to place Titania and Oscar to the west, Haar to the north. While Haar flies over the barriers to strike, break open the main gates and start setting supply stacks aflame. Burn up the middle, setting boxes on fire and setting corralled horses free. Avoid slaughtering unarmed Begnion Senators, and instead steal their riches. Upon reaching the top of the area, defeat the boss to expand your assignable skill selection, and finish setting the supplies to burn.

Turn 1: Send Haar north over the spikes to burn the closest supply crates. He can deal with the Mage in the enemy phase.



Send all foot units west to attack the closest enemies and break the door.



Turn 2: Avoid the temptation to attack and kill the Senator who appeared last turn, carrying nothing but an Ashera



Icon. Killing him means losing a good deal of bonus experience. Instead, move Haar north toward the eastern horse corral. Start moving Heather after the Senator to steal his item before he exits the map.



Move mounted units into the door to attack the Sword General blocking the entrance. Attack him, then move away to give other units a shot.

Once the General is defeated, move to the second supply stack on the left and burn it. Visit the tent just west inside the gate to obtain the Blossom skill. Form a strong defensive barrier to the north with tough units before ending your turn.



Turn 3: Cut through enemies moving south to attack. Move mounted units north to set the third supply stack to burn.

FIRE EMBLEM

RADIANT DAWN



Haar should break the door on the east corral to set the poor horses free to earn bonus EXP. Meanwhile, Heather should be able to reach the Senator and pluck the Ashera Icon from his pocket.



move Heather over to him and steal a valuable White Gem from his robes. Remember that Heather has the Pass ability to help accomplish this.

Send all other units west and north, killing enemies blocking the left alleyway.



the house in the northwest corner to obtain a Master Crown.

Turn 6: Kill any foes standing in the path of the escaping horses. After that, send Haar to burn the supply



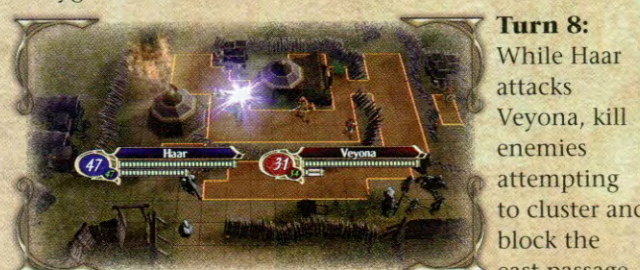
stack in the map's northwest corner, while everyone else starts trekking east around the barrier to reach the boss's area.



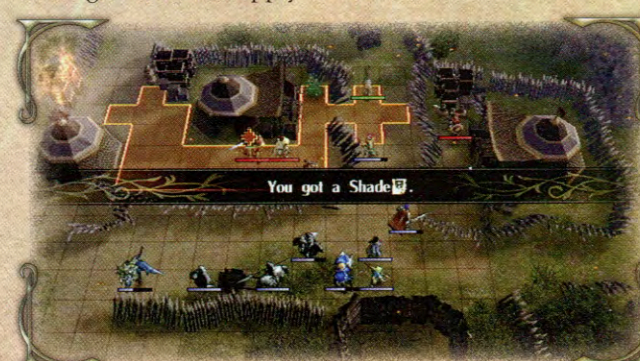
Turn 7: Having drawn the Generals away from blocking the path northeast, move mounted units past them and toward the last two supply stacks.



Meanwhile, fly Haar east from the northwest corner, and set fire to the supply crates behind the boss and his bodyguards.



leading to the last supply stack in the northeast corner.



Turn 9: Defeat Veyona to obtain an extra Shade skill. One unit can visit the north tent to obtain a Hammerne staff.

Set fire to the supply stack in the northeast corner to complete the battle.



| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 3,000 |
| Victory in 10 Turns or Less | 1,500 |
| Victory in 12 Turns or Less | 750 |
| Each Horse Escapes | 200x8 |
| Each Senator Survives | 500x2 |
| Maximum Bonus | 7,100 |

Base Preparations: Part III Chapter 4

Info: If Shinon is hanging in there, converse with him to obtain a Blue Gem. Sell it for 5,000 gold.

Shop: Shinon's Silencer is available on the Bargain page. However, it costs 8,000 gold, and there is a way to obtain it free if Shinon and Rolf both live to the end of Part III.

Manage: While bonus experience should help higher units into the third class tier, consider using your shiny new Master Crown to take a level 10+ promoted unit up to the master level. Slow-going candidates to consider include Nephenee, Haar, Heather, and Brom. Do not waste it on units at the levels 17–20, who can arrive at the top tier on their own shortly.



Part III Chapter 4: The General's Hand



Begnion's powerful Central Army is now all that stands between the Laguz Alliance and the capital. While attempting to lure small contingents away from the main force to accomplish an easy ambush, Soren's plans go awry when headstrong Skrimir dives into direct conflict with General Zelgius. Ike and company immediately organize a rescue mission.

New Units

Ranulf

Ranulf is the most powerful of the new Cats, but that is still no reason to allow him to run off on solo missions. Keep him moving with the group, and he should do fine.



Kyza

Although a Tiger, Kyza's not quite as strong as Ranulf. However, the two work together nicely. Allow them to team up for kills.



Lyre

Lethe's sister is not quite as adept in combat, but with a little leveling up, she can be a fearsome ally.



Conditions

Victory: Ike and Ranulf arrive together

Defeat: Ike or Ranulf dies

Player: Mercenaries 12

Other: Gallian Army 5

Enemy: Imperial Army 37

FIRE EMBLEM

RADIANT DAWN



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|---------------------------------------|
| 1 | Callum | Sword General | 12 | Killing Edge, Storm Sword, Concoction |
| 2 | Begnion | Sniper | 7 | Steel Bow, Vulnerary |
| 3 | Begnion | Sniper | 7 | Steel Longbow |
| 4 | Begnion | Warrior | 8 | Steel Axe |
| 5 | Begnion | Warrior | 7 | Crossbow |
| 6 | Begnion | Lance General | 7 | Short Spear |
| 7 | Begnion | Axe General | 8 | Steel Poleax |
| 8 | Begnion | Halberdier | 8 | Steel Lance |
| 9 | Begnion | Swordmaster | 9 | Steel Sword |
| 10 | Begnion | Lance General | 10 | Short Spear |
| 11 | Begnion | Axe General | 9 | Steel Poleax |
| 12 | Begnion | Swordmaster | 9 | Wyrmslayer |
| 13 | Begnion | Fire Sage | 6 | Elfire |
| 14 | Begnion | Warrior | 9 | Steel Axe |
| 15 | Begnion | Thunder Sage | 7 | Elthunder |
| 16 | Begnion | Fire Sage | 7 | Elfire |
| 17 | Begnion | Swordmaster | 7 | Steel Sword |
| 18 | Begnion | Fire Sage | 8 | Elfire |
| 19 | Begnion | Halberdier | 8 | Short Spear |
| 20 | Begnion | Halberdier | 9 | Steel Greatlance |
| 21 | Begnion | Thunder Sage | 7 | Elthunder, Vulnerary |
| 22 | Begnion | Thunder Sage | 6 | Elthunder |
| 23 | Begnion | Halberdier | 9 | Steel Lance |
| 24 | Begnion | Sniper | 7 | Steel Bow |
| 25 | Begnion | Warrior | 7 | Steel Axe |
| 26 | Begnion | Swordmaster | 7 | Steel Sword |
| 27 | Begnion | Warrior | 9 | Steel Axe, Coin |
| 28 | Begnion | Halberdier | 8 | Steel Lance, Coin |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|--------------|
| 29 | Begnion | Dragonmaster | 8 | Steel Poleax |
| 30 | Begnion | Dragonmaster | 10 | Steel Poleax |

Other Units

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-----------------|
| 1 | Gallia | Tiger | 20 | Fang |
| 2 | Gallia | Tiger | 21 | Fang |
| 3 | Gallia | Cat | 21 | Claw, Vulnerary |
| 4 | Gallia | Tiger | 19 | Fang |
| 5 | Gallia | Cat | 20 | Claw |

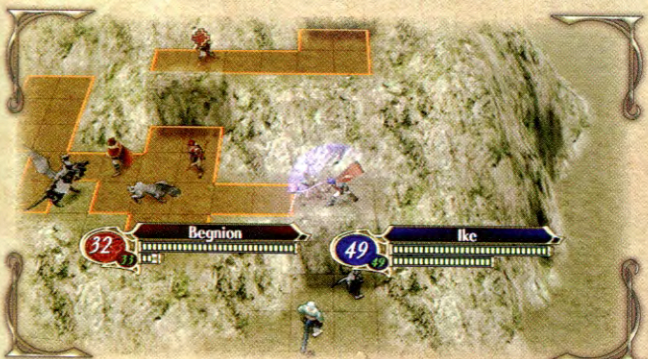
Reposition Haar to the front of the northeast side. When the battle starts, move all foot and mounted units up the slope to the west, while Haar attacks units in the east corner and then flies north up the ridges. Continue flying northwest each turn, and eventually take out the Sniper manning the closest ballista. Then begin moving all foot units toward the top, climbing laboriously up the ledges until reaching the arrival point, while Haar takes out the second Sniper. Both Ike and Ranulf must be standing on the twin arrival targets to clear the map.

Turn 1:

Send slower-moving units such as Boyd, Gatrie, and Brom up the western slope along with the laguz, while all other units attack the enemies blocking the ledge to the east.



If repositioned up front prior to the battle, Haar should be able to fly onto the first ridge and attack the enemies at the top.



Turn 2: Continue fighting up the ridge, while allowing the units on the slope to pause momentarily, out of range of the closest ballista.

Meanwhile, fly Haar up to the top level. Enemies may attack him during the enemy phase, but they prove inconsequential.



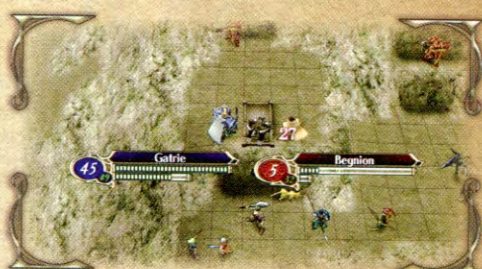
to disable the ballista. Meanwhile, continue climbing ledges with your other units.

Turn 3: Ignore any enemies surrounding Haar, and fly him up to the ledge where the first ballista sits. Take out the Sniper here

With the ballista disabled, start moving Gatrie and the heavy crew up the slope to the mid-level.

Turn 4:

Continue trudging up the slopes, ganging up to defeat enemies along the way. Start flying Haar toward the Sniper positioned at the second ballista, attacking the next most convenient target.



Turn 5: By now, Ike and some of the other foot units should be reaching the top of the southeast cliffs.



Meanwhile, move units up the slope and onto the ledge where the lower ballista sits. Take out the enemies here. Fly Haar up to take out the Sniper behind the northeast ballista.



Turn 6: Move all units toward the ledges at both ends of the top cliff. Place resilient units such as Gatrie and Shinon at the cliff bottoms, to minimize the landscape advantage the enemies have.

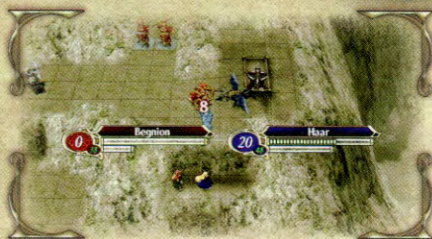
Turn 7:

Break through on both sides of the uppermost cliff, and move your toughest units onto the top surface on both sides.



FIRE EMBLEM RADIANT DAWN

Turn 8:
Continue cleaning up enemies and reinforcements on the upper level.



Turn 10: Move Ike and Ranulf onto the two arrival targets. The second one to arrive has the Arrive command added to his Action menu.



Turn 9:
While moving Heather to the spot where an Ettard is hidden, all other units converge on the arrival target and wipe out the boss and the Lance General beside him.



TIP

Notice on the map the opportunity to snag a second Ettard hidden in the northeast corner. Ike and Heather have the best chances of finding the buried treasure.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 3,000 |
| Victory in 10 Turns or Less | 1,750 |
| Victory in 12 Turns or Less | 875 |
| Each Gallian Survives | 200x5 |
| Maximum Bonus | 5,750 |

Base Preparations: Part III Chapter 5



Info: Haar is waiting for Ike, champing at the bit to give him a Corrosion skill scroll. Equip this on a unit typically situated on the front line, such as Gatrie, Brom, or Nephenee, to lessen the number of uses enemies get out of their weapons.

Shop: Be certain everyone has some kind of ranged weapon, whether it be a wind edge, hand axe, crossbow, etc.

Part III Chapter 5: Retreat!



Skrimir's personal defeat at the hands of Zelgius weakens laguz morale. Taking Zelgius's advice, Ranulf orders the full retreat of the Gallian forces. While Ike's group rests at Seliora Castle, the Begnion army arrives to take it back...by force!

New Units

Reyson

The key to using Reyson is to transform as quickly as possible. In humanoid form, he can only use Vigor to reactivate one ally. But when transformed, he can give up to four surrounding units another chance to move in the same turn!



Conditions

Victory: Defend for 10 turns, Defeat boss

Defeat: Ike dies, seize point is captured

Player: Mercenaries 16

Enemy: Imperial Army 73



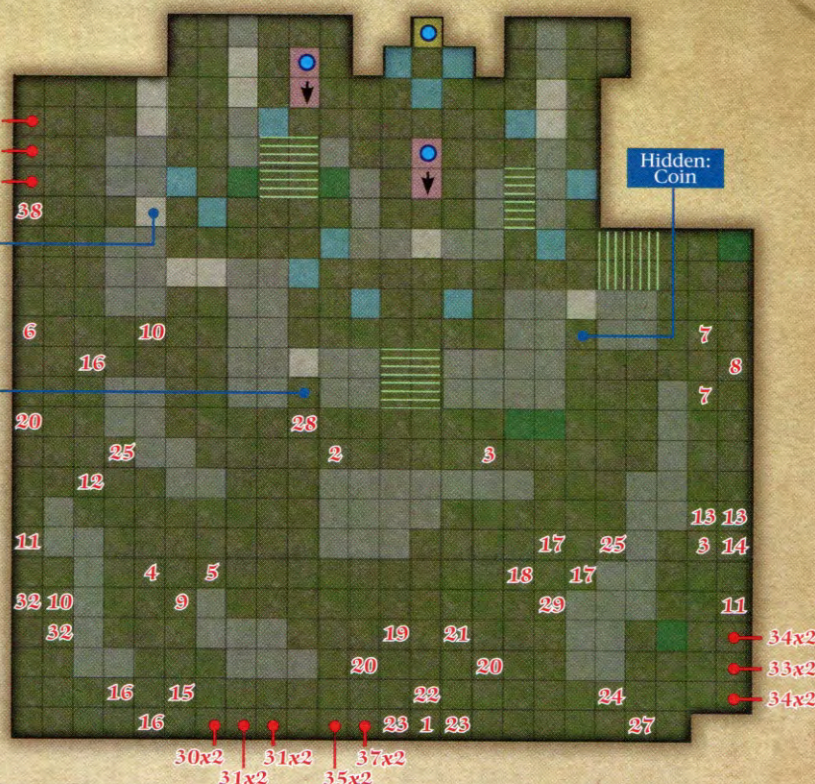
26, 38, 40x2

26, 34x2, 41x2

26, 38, 40x2

Hidden:
Coin

Hidden:
Olivi Grass

Hidden:
Coin


Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------|---------------|----|-----------------------------------|
| 1 | Lombroso | Axe Paladin | 14 | Steel Axe, Short Axe, Energy Drop |
| 2 | Begnion | Lance General | 10 | Steel Lance |
| 3 | Begnion | Sword General | 9 | Steel Blade |
| 4 | Begnion | Warrior | 9 | Crossbow |
| 5 | Begnion | Warrior | 10 | Steel Poleax |
| 6 | Begnion | Warrior | 8 | Steel Axe |
| 7 | Begnion | Swordmaster | 9 | Steel Sword |
| 8 | Begnion | Swordmaster | 8 | Steel Sword |
| 9 | Begnion | Sniper | 9 | Steel Bow |
| 10 | Begnion | Wind Sage | 8 | Elwind |
| 11 | Begnion | Fire Sage | 9 | Elfire |
| 12 | Begnion | Fire Sage | 8 | Elfire |
| 13 | Begnion | Sword General | 8 | Steel Sword |
| 14 | Begnion | Lance General | 8 | Short Spear, Vulnerary |
| 15 | Begnion | Axe Paladin | 9 | Steel Poleax |
| 16 | Begnion | Axe Paladin | 9 | Steel Axe |
| 17 | Begnion | Lance Paladin | 8 | Steel Lance |
| 18 | Begnion | Lance Paladin | 9 | Steel Greatlance |
| 19 | Begnion | Lance Paladin | 10 | Horseslayer, Vulnerary |
| 20 | Begnion | Bow Paladin | 9 | Steel Bow |
| 21 | Begnion | Sword Paladin | 10 | Wyrmslayer |
| 22 | Begnion | Sword Paladin | 11 | Steel Blade |
| 23 | Begnion | Lance Paladin | 11 | Short Spear |
| 24 | Begnion | Thunder Sage | 10 | Elthunder, Coin |
| 25 | Begnion | Bishop | 9 | Mend |
| 26 | Begnion | Halberdier | 9 | Steel Lance |
| 27 | Begnion | Fire Sage | 10 | Elfire, Meteor |
| 28 | Begnion | Lance General | 9 | Steel Lance |
| 29 | Begnion | Thunder Sage | 9 | Elthunder |

Enemy Reinforcements: Turns 3, 8

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|------------------|
| 30 | Begnion | Axe Paladin | 10 | Steel Poleax |
| 31 | Begnion | Lance Paladin | 9 | Steel Greatlance |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-----------|
| 32 | Begnion | Thunder Sage | 9 | Elthunder |

Enemy Reinforcements: Turns 5, 6

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------|
| 33 | Begnion | Lance General | 8 | Short Spear |
| 34 | Begnion | Lance General | 9 | Steel Lance |

Enemy Reinforcements: Turns 6, 9

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------|
| 35 | Begnion | Sword Paladin | 10 | Steel Blade |
| 36 | Begnion | Bow Paladin | 8 | Steel Bow |
| 37 | Begnion | Sword Paladin | 9 | Steel Blade |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|-----------|----|--------|
| 38 | Begnion | Fire Sage | 9 | Elfire |

Enemy Reinforcements: Turns 9, 10

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 39 | Begnion | Halberdier | 10 | Steel Lance |
| 40 | Begnion | Halberdier | 9 | Javelin |
| 41 | Begnion | Sniper | 8 | Steel Bow |

FIRE EMBLEM

RADIANT DAWN

Reposition Titania, Oscar, and Haar to the front of the patio prior to commencing battle. While dispatching the three riders south to kill Lombroso, and while Rolf and Shinon man the ballistae, position remaining units to block all the gaps in the railing of the upper patio level. Equip everyone standing at the ledges with ranged weapons, while units blocking the stairs wield melee weapons. Defeat Lombroso before reinforcements arrive to end the battle early.



Turn 1: Move Titania, Haar, and Oscar south off the patio stairs and attack the Generals blocking the path. Move everyone else to the upper level of the patio. Block the lower stairs and ledges with Brom, Gatrie, Nephenee, Boyd, and Ike.



Each turn, let Rolf and Shinon single out an enemy unit who might be too close for comfort, and give them a whack with the ballistae.



Turn 2: Break through the Generals so that Titania and Oscar can ride down the slope toward Lombroso. Haar can fly straight over the ridge after his turn.

Turn 3: Ride and fly south and attack the Paladins surrounding Lombroso. The boss moves in to attack during the enemy phase.



Turn 4: Single out and kill Lombroso to end the battle.

| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 4,000 |
| Maximum Bonus | 4,000 |

Base Preparations: Part III Chapter 6



Info: Obtain plenty of free new weapons by speaking to surviving Dawn Brigade members such as Jill, Edward, Leonardo, and Nolan. The latter three obtain new weapons crafted just for them, and exclusive to the English version of the game! Speak to Sothe to obtain a Master Crown. Probably few if any of Micaiah's people are ready to use it, so give it to the Convoy for now.

Shop: Buy a couple of Torches to fight the darkness before leaving base.

Part III Chapter 6: A Reason to Fight



Micaiah, Daein's Maiden of Dawn. Your king requires your service once more. Mobilize the Daein Royal Army immediately.

Under orders from King Pelleas, Micaiah leads the Daein Army across the Begnion border to attack the Gallian army at Ribahn. Under cover of night, they attempt to ambush the laguz. However, the cover of darkness may work more to the enemy's advantage.

Conditions

Victory: Defeat enemies

Defeat: Micaiah or Sothe dies

Player: Daein Army 13

Ally: Daein Army 5

Enemy: Gallia 52



Hidden:
Brave Bow



Player Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|--------------|--------------|----|----------------------|
| 1 | Black Knight | Black Knight | 20 | Alondite, Concoction |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------|-------|----|------------------------------|
| 1 | Lethe | Cat | 22 | Claw, Laguz Stone, Vulnerary |
| 1* | Tigris | Cat | 17 | Claw, Laguz Stone |
| 2 | Mordecai | Tiger | 17 | Fang, Laguz Stone, Vulnerary |
| 2* | Gallia | Tiger | 15 | Fang |
| 3 | Gallia | Tiger | 14 | Fang |
| 4 | Gallia | Cat | 12 | Claw |
| 5 | Gallia | Tiger | 13 | Fang |
| 6 | Gallia | Tiger | 13 | Fang, Olivi Grass |
| 7 | Gallia | Cat | 13 | Claw |
| 8 | Gallia | Cat | 15 | Claw, Vulnerary |
| 9 | Gallia | Tiger | 14 | Fang |
| 10 | Gallia | Cat | 15 | Claw |

* Replacements, if Lethe and/or Mordecai are dead.

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|--------------------------|
| 11 | Gallia | Cat | 14 | Claw |
| 12 | Gallia | Cat | 14 | Claw |
| 13 | Gallia | Cat | 13 | Claw, Vulnerary |
| 14 | Gallia | Tiger | 12 | Fang |
| 15 | Gallia | Tiger | 14 | Fang, Vulnerary |
| 16 | Gallia | Cat | 13 | Claw, Olivi Grass |
| 17 | Gallia | Tiger | 15 | Fang, Olivi Grass |
| 18 | Gallia | Cat | 13 | Claw |
| 19 | Gallia | Tiger | 15 | Fang |
| 20 | Gallia | Tiger | 14 | Fang, Vulnerary |

Enemy Reinforcements: Turns 3, 5

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 21 | Gallia | Cat | 13 | Claw |
| 22 | Gallia | Tiger | 13 | Fang |
| 23 | Gallia | Cat | 15 | Claw |
| 24 | Gallia | Tiger | 14 | Fang |

FIRE EMBLEM

RADIANT DAWN

Enemy Reinforcements: Turns 4, 6

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 25 | Gallia | Tiger | 14 | Fang |
| 26 | Gallia | Cat | 14 | Claw |

Enemy Reinforcements: Turns 7, 8

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 27 | Gallia | Cat | 15 | Claw |
| 28 | Gallia | Tiger | 14 | Fang |
| 29 | Gallia | Tiger | 14 | Fang |
| 30 | Gallia | Cat | 15 | Claw |

Ally Units

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------------|
| 1 | Daein | Sniper | 4 | Steel Bow, Vulnerary |
| 2 | Daein | Halberdier | 4 | Steel Lance, Vulnerary |
| 3 | Daein | Halberdier | 5 | Steel Lance, Vulnerary |
| 4 | Daein | Bishop | 3 | Physic, Heal |

Surrounded by far-moving enemies in utter darkness, the only option is to close up ranks and defend, killing foes during the enemy phases. Order your allies to stay close, and hunker down for the assault. Survive until turn 6, when the Black Knight arrives. Keep him close to the group as well, and he will slay several laguz each turn. When 46 of the enemies are defeated, Micaiah finally calls it a draw.



Turn 1: Form a wall of stronger units in the three spaces connecting the yellow team units. Place Nolan,

Edward, and Zihark out front. On Micaiah's action menu, Direct the yellow team to Halt.

Adept



Turn 2: Save at the beginning of each successful player phase, if no units have been lost during the previous turn. Slay any nearby laguz, without leaving your positions. Micaiah and Laura should heal units, including yellow teammates.

NOTE

Continue fending off laguz from the safety of the corner until turn 6.

Turn 6: The Black Knight arrives. Move him out front and take out the strongest of the laguz. During each subsequent enemy phase, he tallies quite a body count. Continue hunkering in the corner until the battle is cleared.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|---------------|-----------|
| Victory | 4,500 |
| Maximum Bonus | 4,500 |

Base Preparations: Part III Chapter 7



Info: A rather public argument between laguz units yields a Howl skill. There is little need to prepare for the upcoming battle otherwise, except to make certain Haar is well stocked with axes or lances, and Concoctions.

Part III Chapter 7: Rivals Collide

I know. We'll probably be fighting the Greil Mercenaries. I'm aware. It's not going to be pretty.



Sothe, you know what that means. If we end up fighting beorc...

Ike prepares a decoy force to take on the intrusive Daein Army while the Gallian forces cross the river and circle behind the enemy. Their goal is to intimidate the Daein forces into withdrawing and desisting from further impeding their retreat out of Begnion.

Conditions

Victory: Survive for 12 turns

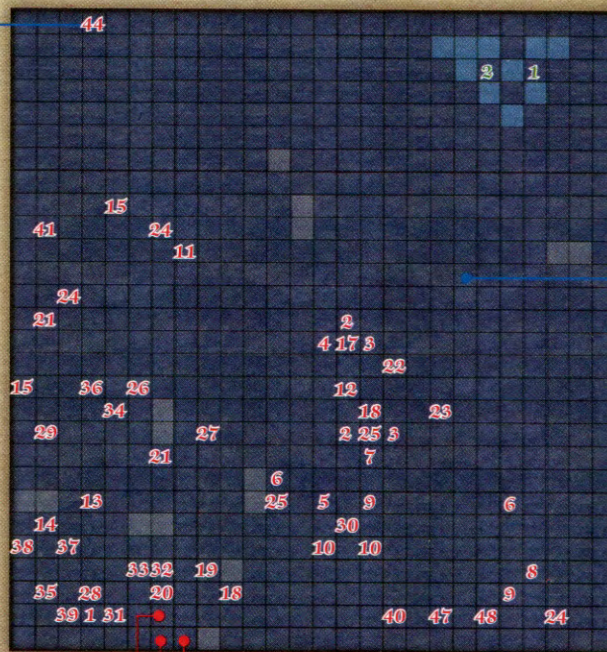
Defeat: Ike or Ranulf dies

Player: Mercenaries 12

Other: Phoenixis 2

Enemy: Daein Army 64

Hidden:
Coin



Hidden:
Coin

42x2, 45, 49
46, 48
43x2, 45, 50

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-----------------|
| 1 | Micaiah | Light Sage | * | * |
| 2 | Daein | Halberdier | 7 | Steel Lance |
| 3 | Daein | Halberdier | 8 | Steel Lance |
| 4 | Daein | Halberdier | 7 | Short Spear |
| 5 | Daein | Swordmaster | 9 | Wyrmslayer |
| 6 | Daein | Sniper | 9 | Steel Longbow |
| 7 | Daein | Sniper | 7 | Steel Bow |
| 8 | Daein | Swordmaster | 9 | Storm Sword |
| 9 | Daein | Swordmaster | 8 | Steel Blade |
| 10 | Daein | Fire Sage | 8 | Elfire |
| 11 | Daein | Warrior | 8 | Hand Axe |
| 12 | Daein | Warrior | 8 | Crossbow |
| 13 | Daein | Halberdier | 9 | Killer Lance |
| 14 | Daein | Thunder Sage | 10 | Elthunder |
| 15 | Daein | Dragonmaster | 9 | Steel Poleax |
| 16 | Daein | Dragonmaster | 8 | Steel Axe |
| 17 | Daein | Wind Sage | 8 | Elwind, Thunder |
| 18 | Daein | Axe General | 9 | Short Axe |
| 19 | Daein | Lance General | 9 | Short Spear |
| 20 | Daein | Bishop | 6 | Physic, Mend |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------------|--------------|----|-------------|
| 21 | Daein | Thunder Sage | 9 | Elthunder |
| 22 | Daein | Swordmaster | 8 | Steel Blade |
| 23 | Daein | Thunder Sage | 8 | Elthunder |
| 24 | Daein | Wind Sage | 8 | Elwind |
| 25 | Daein | Bishop | 5 | Physic |
| 26 | Daein | Warrior | 9 | Crossbow |
| 27 | Daein | Wind Sage | 9 | Elwind |
| 28 | Black Knight | Black Knight | 20 | * |
| 29 | Jill | * | * | * |
| 30 | Zihark | * | * | * |
| 31 | Sothe | Rogue | * | * |
| 32 | Edward | * | * | * |
| 33 | Leonardo | * | * | * |
| 34 | Nolan | * | * | * |
| 35 | Laura | * | * | * |
| 36 | Aran | * | * | * |
| 37 | Meg | * | * | * |
| 38 | Fiona | * | * | * |
| 39 | Volug | * | * | * |

* Former player unit class, level, and items dependent upon final status at end of III-6.

FIRE EMBLEM

RADIANT DAWN

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 40 | Daein | Dragonmaster | 9 | Steel Axe |
| 41 | Daein | Dragonmaster | 9 | Steel Lance |

Enemy Reinforcements: Turns 5, 10

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|-------------|
| 42 | Daein | Halberdier | 9 | Steel Lance |
| 43 | Daein | Halberdier | 8 | Steel Lance |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-------------|
| 44 | Daein | Dragonmaster | 9 | Steel Lance |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 45 | Daein | Swordmaster | 9 | Steel Blade |
| 46 | Daein | Sniper | 9 | Steel Bow |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|--------------|
| 47 | Daein | Dragonmaster | 9 | Steel Poleax |
| 48 | Daein | Dragonmaster | 9 | Hand Axe |
| 49 | Daein | Warrior | 9 | Steel Poleax |
| 50 | Daein | Warrior | 9 | Crossbow |

Other Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 1 | Janaff | Hawk | 29 | Talon |
| 2 | Ulki | Hawk | 28 | Talon |

The strategy is simple: stay in the northeast corner for as long as you can while enemies try to close in. When Daein units come within range, move out to confront them. Deny them the first strike by moving out of range of approaching units. Meanwhile, Haar can optionally fly over to the Daein side and recruit Jill from the enemy team, but only at great risk.



Turn 1: Start moving Haar west across the north part of the field if you wish to recruit Jill. Otherwise, check the ranges of the nearest enemies, reposition weak units behind stronger ones, and end your turn.

Turn 2: As a Dragonknight approaches from the south, check his range and reposition weak units beyond his reach.



Turn 3: Janaff and Ulki join the battle. To make them wait in the northeast corner, recruit them and gain

control of them by speaking to either one with Ike. They will move west to attack approaching enemies within their range. Start moving a couple of strong units like Titania and Ike west to help them clean up approaching enemies every turn.



Turn 4: After flying southwest for a few turns, Haar should finally be in range of Jill. If you cannot reach her, fly to a point just outside her range. Outmaneuver any nearby enemies from last turn, fly over to Jill, and initiate a conversation to recruit her.

NOTE

Now spend the rest of the battle patiently flying Jill and Haar back while everyone else stands guard in the top right corner, and everything should be fine!

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|---------------|-----------|
| Victory | 5,000 |
| Maximum Bonus | 5,000 |

Base Preparations: Part III Chapter 8



Info: The make-up scene between Lethe and Lyre bestows the extremely protective Daunt skill.

Shop: Be sure both Rhys and Mist are equipped with decent staves, even if they are only Heal staves. The next level is full of environmental hazards that the healers must be ready to counter.

Part III Chapter 8: Incandescent Glow



The Laguz Alliance determines that Zelgius's pursuing forces shall overtake them soon. They cannot use the secret passage from Begnion to Gallia, or they risk exposing their home country to invasion. They decide upon the undesirable choice of possibly getting lost in the Kauku Caves. There, they discover a token Begnion regiment already in place to prevent the laguz from escaping along such a route.

Conditions

Victory: Rout enemy

Defeat: Ike or Ranulf dies

Player: Mercenaries 12

Enemy: Imperial Army 44



FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------|---------------|----|---|
| 1 | Septimus | Lance General | 15 | Silver Greatlance, Concoction, Pure Water |
| 2 | Begnion | Halberdier | 10 | Steel Lance |
| 3 | Begnion | Axe General | 11 | Steel Poleax |
| 4 | Begnion | Swordmaster | 9 | Steel Sword |
| 5 | Begnion | Swordmaster | 9 | Steel Blade |
| 6 | Begnion | Thunder Sage | 11 | Elthunder |
| 7 | Begnion | Fire Sage | 10 | Elfire |
| 8 | Begnion | Sword General | 11 | Steel Blade |
| 9 | Begnion | Sword General | 12 | Storm Sword |
| 10 | Begnion | Lance General | 10 | Steel Greatlance |
| 11 | Begnion | Sniper | 11 | Steel Longbow |
| 12 | Begnion | Axe General | 10 | Steel Poleax |
| 13 | Begnion | Axe General | 12 | Steel Poleax |
| 14 | Begnion | Fire Sage | 11 | Elfire |
| 15 | Begnion | Wind Sage | 10 | Elwind |
| 16 | Begnion | Axe General | 11 | Short Axe |
| 17 | Begnion | Lance General | 12 | Steel Greatlance, Vulnerary |
| 18 | Begnion | Halberdier | 10 | Steel Greatlance |
| 19 | Begnion | Halberdier | 11 | Steel Greatlance |
| 20 | Begnion | Warrior | 9 | Steel Poleax |
| 21 | Begnion | Warrior | 10 | Steel Poleax |
| 22 | Begnion | Lance General | 12 | Short Spear |
| 23 | Begnion | Druid | 12 | Worm |
| 24 | Begnion | Warrior | 10 | Crossbow |
| 25 | Begnion | Sniper | 11 | Steel Bow |
| 26 | Begnion | Halberdier | 11 | Steel Lance |
| 27 | Begnion | Halberdier | 12 | Steel Greatlance |
| 28 | Begnion | Fire Sage | 12 | Elfire, Vulnerary |
| 29 | Begnion | Bishop | 10 | Mend |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 30 | Begnion | Halberdier | 11 | Steel Lance |
| 31 | Begnion | Sniper | 10 | Crossbow |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-----------|
| 32 | Begnion | Thunder Sage | 11 | Elthunder |
| 33 | Begnion | Fire Sage | 11 | Elfire |

Enemy Reinforcements: Entering Area A

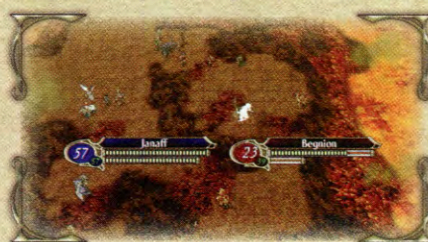
| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|------------------|
| 34 | Begnion | Lance General | 12 | Steel Greatlance |

After choosing and repositioning units to create two balanced groups at the starting point, take one group down each path, heading southeast toward the boss. Volcanic fire strikes several party members each turn as you proceed farther southeast. To avoid the fire, do not stand on the dark patches of terrain at the start of any Player Phase.

Upon reaching the central area and holding ground for a few turns, send two or three extremely

powerful units south to take out the lower units, while the majority of your force goes east and then south to tangle with Septimus and the Generals and Druids surrounding him. The power units can attack the boss's squad from the west after cleaning out their area.

Turn 1: Divide the team in two, placing Brom and Gatrie on separate teams, placing a healer in the group, separating Oscar and Titania, Boyd and Ike. Take each group down a path, and kill all enemies in your way for the next few turns.



Turn 3: Because diagonal movements actually slow the party down somewhat, the trip southeast becomes a long

one. Continue storming down both sides of the rock wall divider, easily eliminating the meager enemies in the first two areas.

Turn 5: By this point, the party begins to be showered with volcanic rock from the magma lake at the end of each turn. With Reyson's help, give your nearest healers multiple turns to counteract the effects of the volcano.



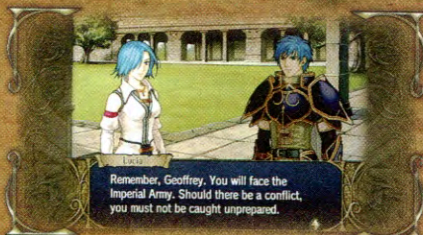
Turn 7: By now, your separated forces should be reuniting in the central area just above Septimus's location. Send Titania, Oscar, Haar, and Jill south to clean out the multiple enemies down there quickly, before riding over to help the main unit take out the boss and his cronies.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 5,500 |
| Victory in 20 Turns or Less | 2,750 |
| Victory in 25 Turns or Less | 1,375 |
| Maximum Bonus | 8,250 |

Base Preparations: Part III Chapter 9



Info: Speaking to Elincia awards Geoffrey a Master Crown, enabling Geoffrey, Kieran, or possibly Danved to change classes instantly. Lucia offers 10,000 gold in your quest to protect the good citizens of Crimea.

Shop: The Royal Knights have been out of the running for some time, so suit them up with new armaments where necessary. Consider purchasing the Adept skill for either Marcia or Astrid, despite the high price tag, to improve either unit's combat prowess significantly.

Part III Chapter 9: Marauders



As Ike's group deals with the consequences of accidentally setting foot in dragon territory, Queen Elincia in Crimea finds her lands once again in danger. After she refuses to reinforce Begnion troops and allow them passage through Crimea into Gallia, Senator Valtome sends the Central Army through Gallia anyway, ordering them to ransack whatever they need from villages along their route. Elincia reluctantly mobilizes the Royal Knights to eject the Begnion soldiers from her lands, by force if necessary.

Conditions

Victory: Defeat boss

Defeat: Geoffrey dies

Player: Crimean Army 7

Other: Royal Knights 4

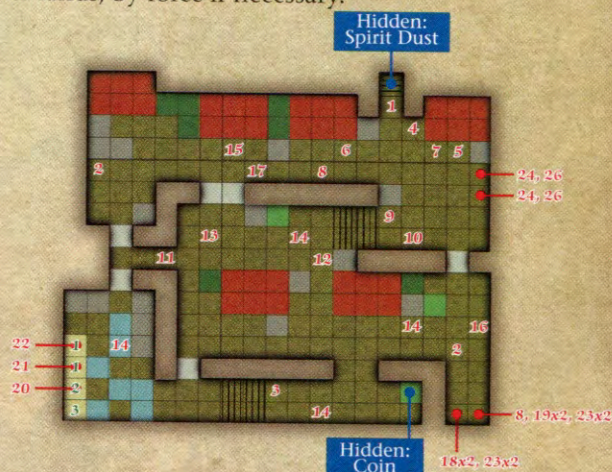
Enemy: Imperial Army

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|---------------------------------|
| 1 | Roark | Halberdier | 12 | Spear, Concoction |
| 2 | Soldier | Soldier | 18 | Steel Lance |
| 3 | Begnion | Swordmaster | 5 | Steel Blade |
| 4 | Begnion | Halberdier | 7 | Short Spear, Steel Lance |
| 5 | Begnion | Warrior | 6 | Steel Axe, Hand Axe |
| 6 | Begnion | Swordmaster | 5 | Wind Edge |
| 7 | Begnion | Warrior | 7 | Steel Poleax |
| 8 | Begnion | Sniper | 5 | Steel Bow |
| 9 | Begnion | Halberdier | 6 | Steel Lance |
| 10 | Begnion | Halberdier | 6 | Javelin |
| 11 | Begnion | Swordmaster | 5 | Steel Sword |
| 12 | Begnion | Axe General | 7 | Steel Axe |
| 13 | Begnion | Swordmaster | 6 | Steel Sword |
| 14 | Begnion | Halberdier | 5 | Steel Lance |
| 15 | Begnion | Halberdier | 5 | Steel Lance, Speedwing |
| 16 | Begnion | Soldier | 19 | Steel Lance |
| 17 | Begnion | Sword General | 6 | Steel Sword |

Enemy Reinforcements: Turns 2, 8

| No. | Name | Class | Lv | Items |
|-----|---------|---------|----|-------------|
| 18 | Soldier | Soldier | 20 | Steel Lance |
| 19 | Soldier | Soldier | 19 | Steel Lance |



Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|-------------|
| 20 | Begnion | Sniper | 5 | Steel Bow |
| 21 | Begnion | Warrior | 6 | Steel Axe |
| 22 | Begnion | Swordmaster | 6 | Steel Sword |

Enemy Reinforcements: Turns 6, 9

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 23 | Begnion | Halberdier | 6 | Steel Lance |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 24 | Soldier | Soldier | 20 | Steel Lance |
| 25 | Begnion | Halberdier | 6 | Steel Lance |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|---------|------------|----|-------------|
| 26 | Begnion | Halberdier | 7 | Steel Lance |

FIRE EMBLEM

RADIANT DAWN

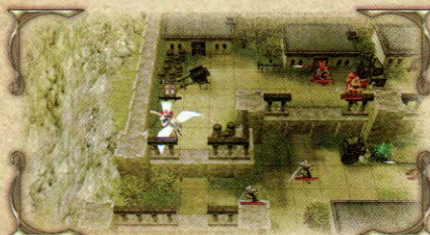
| Ally Units | | | | |
|------------|--------|---------------|----|-----------------------------|
| No. | Name | Class | Lv | Items |
| 1 | Crimea | Lance Paladin | 6 | Steel Greatlance, Vulnerary |
| 2 | Crimea | Lance Paladin | 7 | Short Spear, Vulnerary |
| 3 | Crimea | Bishop | 6 | Physic, Mend |

Take all Paladins level by level through the stage via the staircases, and eliminate all enemy units named "Soldier" to prevent them from burning down houses. Extinguish all fires as you move toward Roark on the upper level.

Turn 1: Move all Paladins as far east as possible and up the stairs, taking out the enemies positioned there.



Fly Marcia directly north up two levels to attack the Soldier to the north.



Turn 2: Roark commands the Soldiers to burn the houses. Ignore any foes remaining

near the entrance, as the Crimeans can deal with them. Move your Paladins northeast to extinguish the flames engulfing the southern house. Attack the Soldiers near the house, and position your units to block the ingress of the reinforcement Soldiers to the southeast.

Marcia must ignore the flaming home on the upper level for the moment, and eliminate the Soldier to prevent him setting more fires.



Turn 3: The two Soldiers from the southeast corner are obviously headed to the upper level. Quickly charge in behind them and

eliminate them before they make it up the ledge next turn. Move in, attack, then ride away to allow multiple units to hit each Soldier.

Marcia can now safely extinguish the flames on the upper level. Afterward, fly her as far to the east



as possible. Danved and Calill should climb the ledge to the mid-level and begin attacking enemies standing north of the central houses.

Turn 4: The new arrivals near the starting point are hardly of concern, not being Soldiers. If one of the Soldiers from the southeast corner managed to climb the ledge last turn, send Marcia east to finish him off.



The Paladins need to quickly round the houses to the west and start for the stairs to the upper level. Avoid the rough terrain "shortcut"

and ride the long way around. Attack the enemy units blocking the path to the upper level stairs.

Turn 5: The Paladins must ride to the stairs, there to clash with forces descending to meet them. Marcia can attack these forces from the east.





Move Danved and Calill toward the southeast corner, to await the arrival of more house-burning Soldiers in Turn 8.



Turn 8: Although more Soldiers appear in the southeast corner this turn, send all units north to eliminate Roark and end the battle this turn.

Turn 6: Break through the units on the stairs, and position the Paladins ready to eliminate the Soldiers appearing in the northeast corner next turn.



Turn 7: Avoid all other units and eliminate the two Soldiers that just appeared. If units have moves remaining afterward, send them north to attack Roark.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 6,000 |
| Victory in 10 Turns or Less | 3,000 |
| Victory in 15 Turns or Less | 1,500 |
| Each House Unharmed | 1,000x6 |
| Each House Still Burning | 100x6 |
| Maximum Bonus | 15,000 |

Base Preparations: Part III Chapter 10



Info: Skrimir's conversation with Giffca nabs a Satori Sign. Leave it in the Convoy for Skrimir, saving it for when he reaches level 30.

Shop: Restock all your laguz units with Olivi Grass from the Bargain page, if necessary.

It's a satori sign. It is said to bring out the hidden power of the laguz.

Part III Chapter 10: The Heart of Crimea



Learning that Queen Elinia has allowed the Begnion Central Army to cross Crimea toward Gallia, the Laguz Alliance moves out to meet their foes head-on. But at the battlefield, Queen Elinia herself forces both sides to withdraw. Valtome however, has other plans. He launches a strike against Elinia, planning to kill her immediately. Ike and the mercenaries must rush to her aid!

Conditions

Victory: Rout enemy

Defeat: Ike or Ranulf dies, Elinia dies

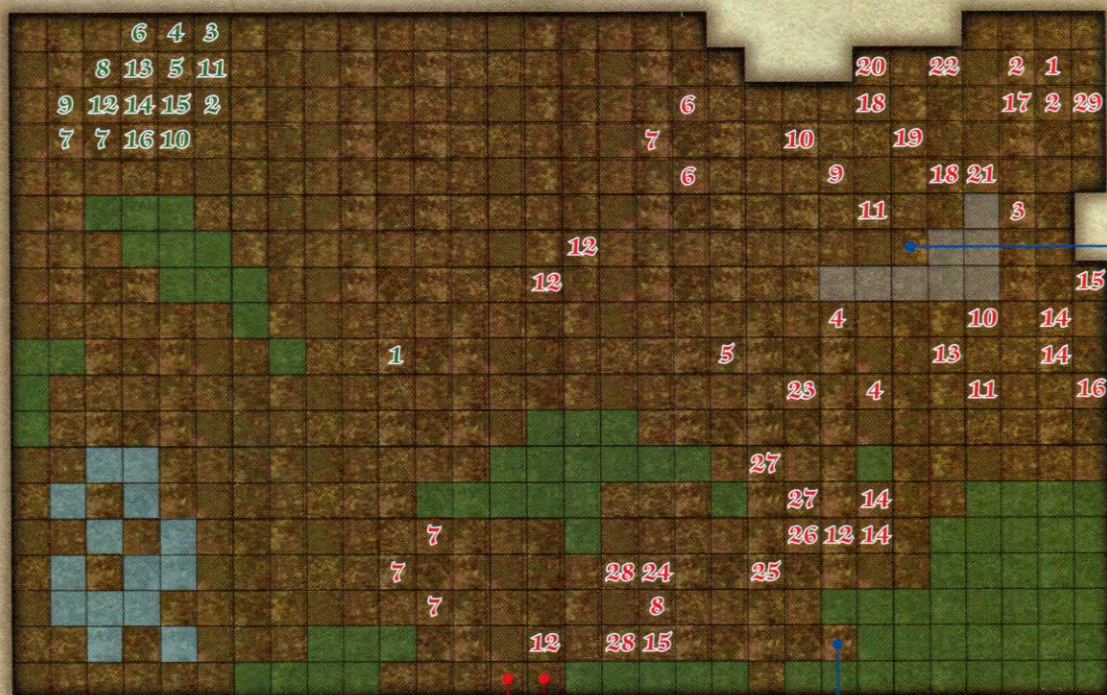
Player: Mercenaries 14

Enemy: Culbert's Army 50

Other: Crimean Army 16

FIRE EMBLEM

RADIANT DAWN



12, 30x2 30x2

Hidden:
Coin

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------------|
| 1 | Sergei | Bow Paladin | 16 | Silver Bow |
| 2 | Culbert | Bow Paladin | 12 | Steel Bow |
| 3 | Culbert | Dragonmaster | 12 | Steel Poleax |
| 4 | Culbert | Swordmaster | 11 | Steel Sword |
| 5 | Culbert | Warrior | 10 | Steel Poleax |
| 6 | Culbert | Halberdier | 12 | Steel Lance |
| 7 | Culbert | Halberdier | 11 | Steel Lance |
| 8 | Culbert | Lance General | 12 | Short Axe |
| 9 | Culbert | Axe Paladin | 12 | Steel Poleax |
| 10 | Culbert | Axe Paladin | 11 | Steel Axe |
| 11 | Culbert | Axe Paladin | 11 | Steel Poleax |
| 12 | Culbert | Sword Paladin | 11 | Steel Sword |
| 13 | Culbert | Axe Paladin | 12 | Steel Axe |
| 14 | Culbert | Sword Paladin | 12 | Steel Blade |
| 15 | Culbert | Bow Paladin | 11 | Steel Bow |
| 16 | Culbert | Sword Paladin | 11 | Killing Edge |
| 17 | Culbert | Lance Paladin | 12 | Steel Greatlance |
| 18 | Culbert | Axe General | 12 | Short Axe |
| 19 | Culbert | Axe General | 12 | Hammer, Vulnerary |
| 20 | Culbert | Sniper | 12 | Steel Bow |
| 21 | Culbert | Sniper | 12 | Crossbow |
| 22 | Culbert | Dragonmaster | 13 | Steel Poleax |
| 23 | Culbert | Warrior | 11 | Steel Poleax |
| 24 | Culbert | Sword Paladin | 11 | Wyrmslayer |
| 25 | Culbert | Bishop | 11 | Purge, Ellight |
| 26 | Culbert | Bishop | 11 | Ellight, Mend |
| 27 | Culbert | Bishop | 10 | Mend, Ellight |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|-------------|----|-----------------|
| 28 | Culbert | Axe General | 12 | Steel Poleax |
| 29 | Culbert | Bishop | 11 | Physic, Ellight |

Enemy Reinforcements: Turns 3, 4

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|-------------|
| 30 | Culbert | Lance Paladin | 12 | Steel Lance |

Other Units

| No. | Name | Class | Lv | Items |
|-----|----------|---------------|----|---|
| 1 | Elincia | Queen | * | * |
| 2 | Geoffrey | * | * | * |
| 3 | Crimea | Axe Paladin | 9 | Steel Axe, Short Axe |
| 4 | Crimea | Axe Paladin | 9 | Short Axe, Steel Poleax, Concoction |
| 5 | Crimea | Lance Paladin | 9 | Steel Greatlance, Vulnerary |
| 6 | Crimea | Lance Paladin | 10 | Short Spear, Steel Greatlance, Concoction |
| 7 | Crimea | Bishop | 10 | Ellight, Mend, Physic |
| 8 | Crimea | Sword Paladin | 8 | Steel Sword |
| 9 | Crimea | Bow Paladin | 8 | Steel Bow |
| 10 | Lucia | * | * | * |
| 11 | Tibarn | * | * | * |
| 12 | Astrid | * | * | * |
| 13 | Makalov | * | * | * |
| 14 | Calill | * | * | * |
| 15 | Marcia | * | * | * |
| 16 | Danved | * | * | * |

* Former player units' class, level, and items determined by previous status.

Prior to battle, reposition mounted and flying units to the north side of the starting point. Then move all riders to the Queen's aid, setting up a defensive wall beside her. The Crimeans will join them there, and then push northeast toward Sergei. The rest of your forces should head east through the south passage between the trees, routing out the foes blocking the woodland path. After clearing out the southern area, reunite with the forces protecting the Queen. Drive all units north for the big finish.

Turn 1:

Move Titania, Haar, Oscar, and Jill northeast, taking positions near Elincia. Though they can do nothing this turn, they can swoop in to eliminate the Queen's attackers next turn.

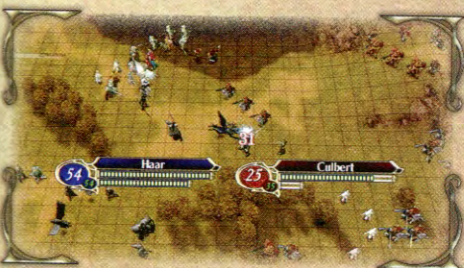


Take the majority of your units south toward the units blocking the southern passage through the trees. Clash with the enemy units there.



Turn 2:

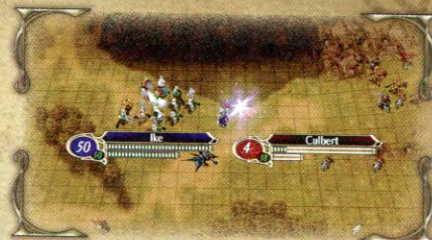
Allow your riding units to spread out, attacking the enemy units to the south of the Crimean's position. They will wipe out the northern units nearest the Queen on their turn.



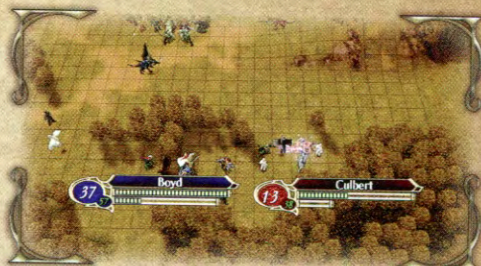
Continue hacking through the trees in the south area. Wipe them all out!



Turn 4: As the enemies continue to impale themselves on the protective green bubble surrounding Elincia, ride all mounted units northeast and attack the isolated units advancing on the Crimeans.

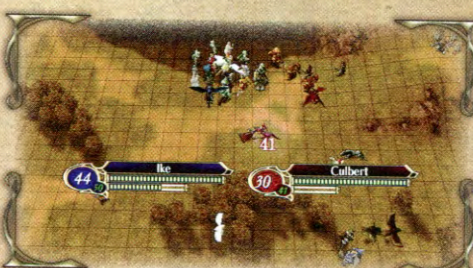


As the southern forces begin to break, massacre the Bishops and start moving units out of the trees, heading northeast.



Turn 6:

Rejoin all forces and begin heading northwest to take out the boss and his guardians.



Moving units up onto the northeast slope causes the boss and his fellow Paladins to descend during the next enemy phase. This foolish move allows you to surround them next turn.



Turn 7: Finish off Sergei and his minions. Try to let Rolf or Shinon carry out the final blow against Sergei, so that either Sniper can immediately use his shiny Silver Bow.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 3,500 |
| Victory in 10 Turns or Less | 3,250 |
| Victory in 15 Turns or Less | 1,625 |
| Each Crimean Survives | 200x17 |
| Maximum Bonus | 10,150 |

FIRE EMBLEM RADIANT DAWN

Base Preparations: Part III Chapter 11



Info: Conversations with Sanaki and Sigrun yield a Master Crown and 20,000 gold to fund the newly formed Apostle's Army. Another conversation depends on whether Oscar and Kieran both remain alive. If so, the HP-recovering Imbue skill is obtained.

Part III Chapter 11: Just Cause



The intervention of Apostle Sanaki and the imprisonment of Prime Minister Sephiran reveal the machinations of Vice-Minister Lekain. These incidents serve to divide the Begnion Central Army into those who support the Apostle, and those who rally with the Senate. Forming an alliance with the laguz, Sanaki appoints Ike Commander of the Apostle's Army. Receiving the holy sword Ragnell, Ike is ready to return to Flaguerre. Unfortunately, the Daein Army rises in his path once again.

New Units

Sigrun

Sigrun becomes an awesome fighting unit when assigned skills such as Imbue or Adept. Consider returning to base before proceeding with battle to assign these skills to her.



Tanith

Tanith is just slightly behind Sigrun on the statistics scale, making her chances of surviving her initial battles slim to none. Improve her by using status boosters, and assign skills to her such as Resolve, Wrath, Imbue, and Shade, to protect her.



Conditions

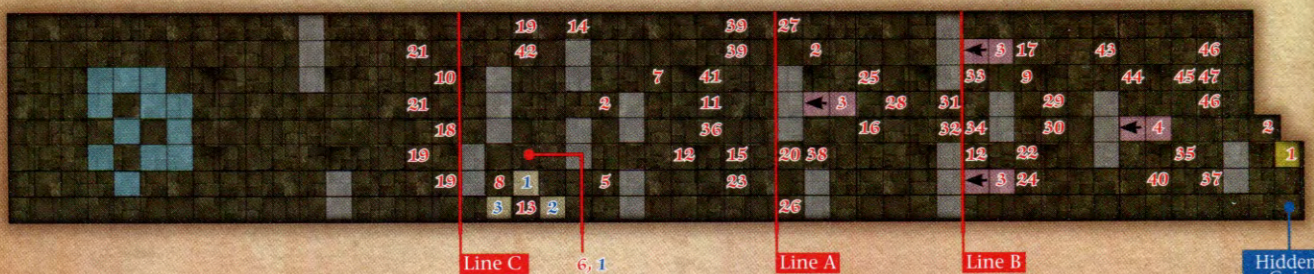
Victory: Seize

Defeat: Ike or Ranulf dies, Sigrun dies, Tanith dies

Player: Apostle's Army 12

Other: Phoenicis Army 3

Enemy: Daein Army 57



Player Reinforcements: Crossing Line C

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 1 | Leanne | Heron | * | * |

* Level and items dependent on previous status.

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|----------------------------|
| 1 | Goran | Warrior | 17 | Aqqar , Concoction |
| 2 | Daein | Lance General | 14 | Short Spear |
| 3 | Daein | Sniper | 14 | Steel Bow |
| 4 | Daein | Sniper | 16 | Steel Bow |
| 5 | Daein | Sword General | 12 | Steel Sword |
| 6 | Daein | Fire Sage | 12 | Elfir |
| 7 | Daein | Halberdier | 13 | Steel Lance, Shine Barrier |
| 8 | Daein | Warrior | 12 | Short Axe, Vulnerary |
| 9 | Daein | Lance Paladin | 13 | Steel Lance, Vulnerary |
| 10 | Daein | Axe Paladin | 14 | Steel Axe |
| 11 | Daein | Bishop | 14 | Rescue |
| 12 | Daein | Thunder Sage | 12 | Elthunder |
| 13 | Daein | Lance General | 13 | Killer Lance |
| 14 | Daein | Fire Sage | 14 | Elfir, Shine Barrier |
| 15 | Daein | Lance Paladin | 13 | Steel Greatlance |
| 16 | Daein | Sword Paladin | 14 | Silver Sword |
| 17 | Daein | Sword Paladin | 13 | Storm Sword |
| 18 | Daein | Axe Paladin | 12 | Hand Axe |
| 19 | Daein | Lance Paladin | 12 | Steel Lance |
| 20 | Daein | Wind Sage | 15 | Elwind |
| 21 | Daein | Sword Paladin | 13 | Steel Sword |
| 22 | Daein | Sword Paladin | 14 | Steel Sword |
| 23 | Daein | Lance Paladin | 13 | Steel Lance |
| 24 | Daein | Bow Paladin | 14 | Steel Bow |
| 25 | Daein | Fire Sage | 14 | Elfir |
| 26 | Daein | Wind Sage | 14 | Elwind, Shine Barrier |
| 27 | Daein | Halberdier | 13 | Steel Lance |
| 28 | Daein | Halberdier | 15 | Steel Lance, Shine Barrier |
| 29 | Daein | Dragonmaster | 14 | Hammer |
| 30 | Daein | Dragonmaster | 14 | Horseslayer |
| 31 | Daein | Lance General | 14 | Steel Greatlance |
| 32 | Daein | Axe General | 14 | Short Axe |
| 33 | Daein | Sniper | 14 | Crossbow |
| 34 | Daein | Sniper | 14 | Steel Bow |
| 35 | Daein | Thunder Sage | 14 | Archthunder |
| 36 | Daein | Bishop | 12 | Mend, Ellight |
| 37 | Daein | Bishop | 12 | Physic, Ellight |
| 38 | Daein | Lance General | 13 | Steel Greatlance |
| 39 | Daein | Swordmaster | 12 | Steel Sword, Vulnerary |
| 40 | Daein | Swordmaster | 15 | Wo Dao, Vulnerary |
| 41 | Daein | Bishop | 12 | Physic |
| 42 | Daein | Axe Paladin | 12 | Steel Poleax |

Enemy Reinforcements: Crossing Line A

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|-----------|
| 43 | Daein | Dragonmaster | 15 | Steel Axe |
| 44 | Daein | Dragonmaster | 14 | Steel Axe |

Enemy Reinforcements: Crossing Line B

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 45 | Daein | Halberdier | 15 | Steel Greatlance |
| 46 | Daein | Warrior | 15 | Steel Poleax |
| 47 | Daein | Sniper | 15 | Silver Bow |

Ally Reinforcements: Crossing Line C

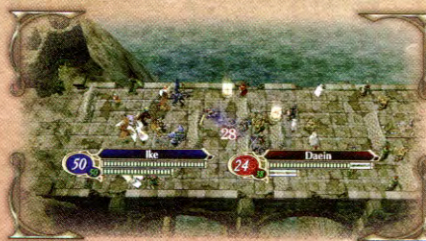
| No. | Name | Class | Lv | Items |
|-----|-----------|-----------|----|-------|
| 1 | Tibarn | Hawk King | * | * |
| 2 | Phoenicis | Hawk | 24 | Talon |
| 3 | Phoenicis | Hawk | 25 | Talon |

* Level and items dependent on previous status.

Prior to commencement, return to base and assign skills to Sigrun and Tanith. Any available skill, such as Adept, Corrosion, Imbue, Daunt, et cetera, makes these ladies more resilient than when they first enter the party. Be sure to include flying units such as Haar, Jill, Ulk, and Janaff in the lineup. Far moving horse-mounted units are useful as well, whereas juggernauts such as Gatrie, Brom, and Nephenee may accidentally be sealed off from the others.

Several enemies are equipped with Shine Barriers and are programmed to use them to block key movement spaces on the bridge. If you fail to block or eliminate these units before they reach their target and set their Shine Barrier, the battle may become too hard to continue as foot units get left behind. Save your game at the start of each successful player phase, to ensure not having to replay the battle from scratch. Even if some units are cut off from the Seize point for the rest of the battle, keep moving Ike toward the target tile regardless of the cost.

Turn 1: Take all units straight in and assault the front line of Paladins. Lean toward placing your units to the north, where the gap between the sandbags and the edge of the bridge is two spaces. However, winged units should attack the south Paladins.



Turn 2: A Daein places a Shine Barrier during the enemy phase, permanently cutting off an access point between

sandbags. Quickly maneuver to prevent being completely cut off by taking all foot units north around the sandbags.

FIRE EMBLEM

RADIANT DAWN

Fly winged units over the sandbags and assault the units on the south side of the bridge. Crossing Line C as marked on the map above triggers the appearance of Tibarn, Leanne, and a couple of Hawks. Leanne is playable, so quickly move her to a safe spot while you fly more winged units over the sandbags to help Tibarn take out the southern enemies.

TIP

Units with ranged weapons can approach the sandbags and attack enemies on the other side. This helps keep them earning experience every turn on a tricky map like this one.



Turn 3: Continue moving flying units over sandbags to attack foes. Haar and Jill should have no problem with post-move

placement. However, avoid leaving Sigrun and Tanith in the midst of enemies. Fly them a short distance, attack, then retreat a safe distance away. Use Leanne's ability to give both Falconknights another shot per turn.

TIP

Remember from Part II that Leanne can only use Vigor on two units placed in the spaces to either side of her: either top and bottom or left and right. She cannot reactivate two units in adjacent spaces, like Rafiel or shifted Reyson.

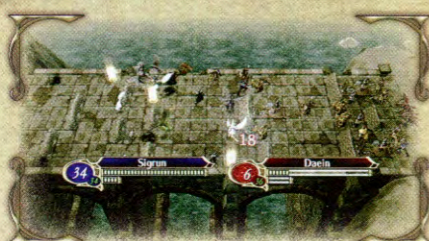


Turn 4: As more spaces are closed by Shine Barriers, fly east and take out the group of Bishops in the wide,

central area. Target specifically the one with a Rewarp staff, eliminating his ability to move endangered units.

No problem, Tibarn. What kind of thing? Oh, and hey, where's Reyson?

Hey, sorry to keep you waiting. I had a little thing back at camp that I had to deal with.



Turn 5: Continue assaulting units on the east side of the bridge, gradually bashing toward the seize target. Keep

giving Falconknights double moves to fly over sandbags and strike.

Turn 6: The final push begins as it comes time to assault the main forces and reinforcements blocking the two spaces leading

east. Identify units holding Shine Barriers, and fly your Falconknights and Dragonmasters over the sandbags to attack them. If they manage to place two Shine Barriers in the center of the bridge, none of your foot units will be able to continue the battle, including Ike. That means restarting the battle!

Turn 7: Start the turn by healing weakened units, next to Leanne if possible so that she may give them another move this turn.

Then dive bomb over the sandbag walls again, this time targeting the Snipers behind the catapults. The Generals and the Snipers beyond them must also be eliminated this turn, to prevent anyone from re-manning the war machines.



Turn 8: While foot units continue mopping up the remaining enemies on the bridge, take your flying units and Ike to Goran's doorstep by targeting the last catapult operator.



Turn 10: Finish off Goran, and let each of your units have a last crack at remaining foes. Then move Ike to the seize point and claim the bridge.



Turn 9: Take foot units into the boss's camp and north to defeat the enemies cringing there. Meanwhile, send flying units over the sandbags to attack Goran, and then fly away. Move Ike toward the seize point, moving south around the sandbags blocking Goran.

| Bonus EXP (Normal and Hard Modes) | |
|-----------------------------------|-----------|
| Condition | Bonus EXP |
| Victory | 7,000 |
| Victory in 10 Turns or Less | 3,500 |
| Victory in 15 Turns or Less | 1,750 |
| Maximum Bonus | 10,500 |

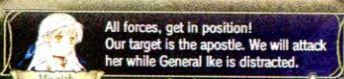
Base Preparations: Part III Chapter 12



Info: Conversations with many Daeins yield another Master Crown, Boots, 10,000 Gold, and a Tomahawk perfect for Nolan.

Shop: A Taksh crossbow is available on the Bargains page. This makes an excellent weapon for Nolan, Tauroneo, or Meg if you can afford it. An Elixir is also for sale, along with a new Beast Killer for Sothe. All are recommended items for the next two battles.

Part III Chapter 12: The Price



All forces, get in position! Our target is the apostle. We will attack her while General Ike is distracted.

Micaiah's exhaustion from pursuing the Gallian and Apostle's Armies causes Pelleas to reveal the truth behind his coronation. Fearing for the safety of Daein at the

hands of Begnion, Micaiah renews her vow to serve her country. Commanding the Daein Army once again, she plans to ambush the Apostle and her accompanying Begnion and Crimean forces, while General Ike is distracted elsewhere by decoy forces.

Conditions

Victory: Defeat enemies (40)

Defeat: Micaiah or Sothe dies, Tauroneo dies

Player: Daein Army 13

Ally: Daein Army 23

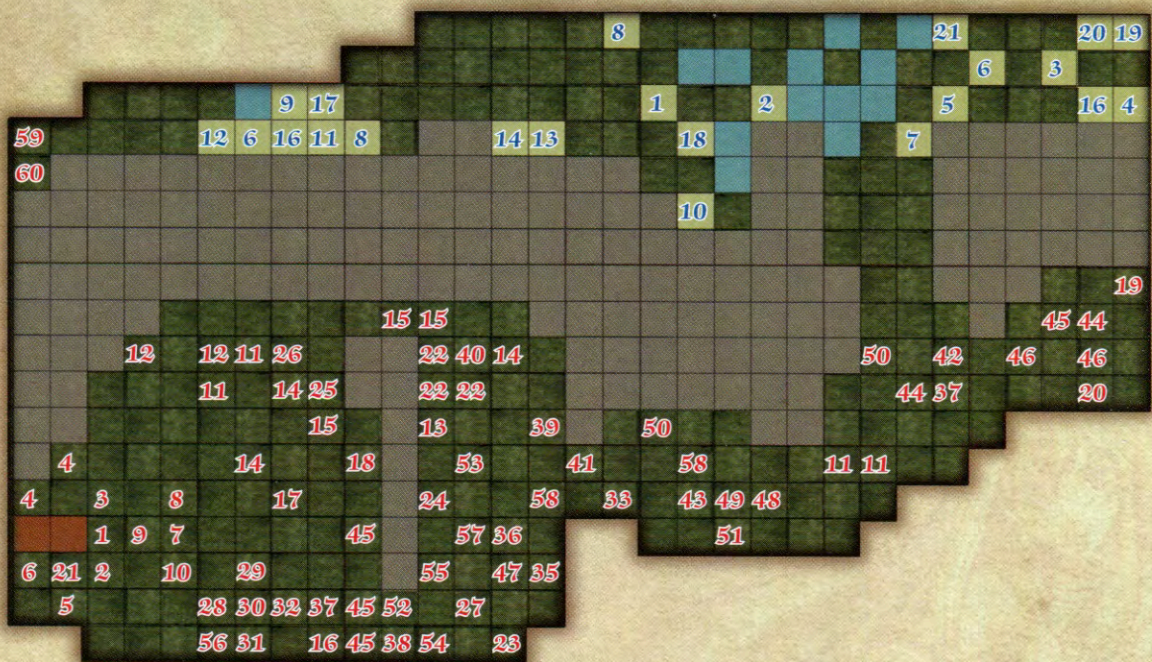
Enemy: Holy Guards 38

Enemy: Crimean Army 40



FIRE EMBLEM

RADIANT DAWN



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|----------------------|
| 1 | Sigrun | * | * | * |
| 2 | Tanith | * | * | * |
| 3 | Begnion | Falconknight | 10 | Steel Lance |
| 4 | Begnion | Falconknight | 8 | Steel Lance |
| 5 | Begnion | Falconknight | 10 | Short Spear |
| 6 | Begnion | Bishop | 9 | Physic, Ellight |
| 7 | Begnion | Sword General | 10 | Storm Sword |
| 8 | Begnion | Lance General | 11 | Short Spear |
| 9 | Begnion | Lance General | 13 | Silver Lance |
| 10 | Begnion | Axe General | 10 | Short Axe |
| 11 | Begnion | Thunder Sage | 7 | Elthunder |
| 12 | Begnion | Fire Sage | 7 | Elfir |
| 13 | Begnion | Halberdier | 9 | Steel Lance |
| 14 | Begnion | Halberdier | 8 | Steel Lance |
| 15 | Begnion | Sniper | 6 | Steel Bow |
| 16 | Begnion | Swordmaster | 10 | Killing Edge |
| 17 | Begnion | Halberdier | 9 | Steel Greatlance |
| 18 | Begnion | Axe General | 8 | Steel Poleax |
| 19 | Begnion | Lance General | 6 | Steel Lance |
| 20 | Begnion | Lance General | 7 | Steel Lance |
| 21 | Begnion | Bishop | 7 | Physic, Ellight |
| 22 | Begnion | Soldier | 18 | Steel Lance |
| 23 | Begnion | Falconknight | 5 | Steel Lance |
| 24 | Begnion | Falconknight | 6 | Steel Lance |
| 25 | Begnion | Soldier | 18 | Javelin |
| 26 | Begnion | Soldier | 18 | Steel Lance, Javelin |
| 27 | Begnion | Swordmaster | 8 | Steel Blade |
| 28 | Kieran | * | * | * |
| 29 | Crimea | Axe Paladin | 7 | Steel Poleax |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|---------------|----|------------------------|
| 30 | Crimea | Axe Paladin | 7 | Short Axe, Vulnerary |
| 31 | Crimea | Bow Paladin | 7 | Iron Bow |
| 32 | Crimea | Lance Paladin | 7 | Javelin |
| 33 | Crimea | Swordmaster | 6 | Steel Sword |
| 34 | Crimea | Halberdier | 7 | Steel Lance |
| 35 | Crimea | Sword General | 7 | Steel Sword |
| 36 | Crimea | Axe General | 8 | Steel Poleax |
| 37 | Crimea | Halberdier | 8 | Steel Greatlance |
| 38 | Crimea | Warrior | 7 | Steel Poleax |
| 39 | Crimea | Fighter | 17 | Steel Axe |
| 40 | Crimea | Swordmaster | 7 | Steel Sword, Vulnerary |
| 41 | Crimea | Archer | 18 | Iron Bow |
| 42 | Crimea | Halberdier | 8 | Steel Lance |
| 43 | Crimea | Axe General | 7 | Steel Axe |
| 44 | Crimea | Halberdier | 7 | Steel Lance |
| 45 | Crimea | Soldier | 18 | Steel Lance |
| 46 | Crimea | Soldier | 18 | Iron Lance |
| 47 | Crimea | Sword General | 8 | Steel Sword |
| 48 | Crimea | Armor Sword | 17 | Iron Sword |
| 49 | Crimea | Armor Lance | 19 | Steel Lance, Vulnerary |
| 50 | Crimea | Warrior | 7 | Steel Axe |
| 51 | Crimea | Axe General | 7 | Steel Axe, Vulnerary |
| 52 | Crimea | Soldier | 17 | Steel Lance |
| 53 | Crimea | Sniper | 6 | Steel Bow |
| 54 | Crimea | Lance Paladin | 6 | Steel Lance |
| 55 | Crimea | Lance Paladin | 4 | Steel Lance |
| 56 | Crimea | Bishop | 3 | Mend, Ellight |
| 57 | Crimea | Priest | 18 | Mend |
| 58 | Crimea | Warrior | 8 | Steel Axe |

* Class, level, and items of previous player unit dependent on recent status.

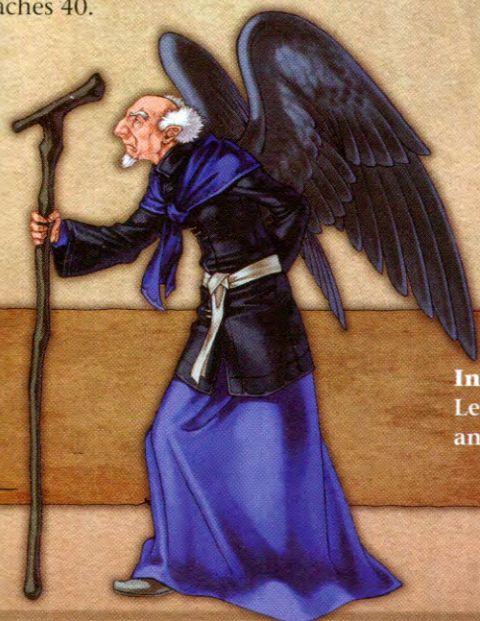
Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|---------|--------------|----|-------------|
| 59 | Begnion | Falconknight | 5 | Steel Lance |
| 60 | Begnion | Falconknight | 6 | Steel Lance |

Ally Units

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------------------------------|
| 1 | Daein | Lance General | 11 | Steel Greatlance |
| 2 | Daein | Lance General | 9 | Steel Greatlance |
| 3 | Daein | Dragonmaster | 8 | Steel Poleax |
| 4 | Daein | Dragonmaster | 9 | Steel Poleax |
| 5 | Daein | Halberdier | 7 | Short Spear |
| 6 | Daein | Sniper | 5 | Steel Bow, Vulnerary |
| 7 | Daein | Halberdier | 6 | Steel Lance |
| 8 | Daein | Warrior | 6 | Steel Axe |
| 9 | Daein | Armor Lance | 19 | Steel Lance |
| 10 | Daein | Archer | 18 | Steel Bow |
| 11 | Daein | Lance General | 8 | Steel Lance, Javelin |
| 12 | Daein | Lance General | 9 | Steel Lance, Short Spear, Vulnerary |
| 13 | Daein | Soldier | 18 | Steel Lance |
| 14 | Daein | Soldier | 19 | Javelin |
| 15 | Daein | Soldier | 19 | Steel Lance |
| 16 | Daein | Sniper | 6 | Steel Bow, Vulnerary |
| 17 | Daein | Bishop | 8 | Physic |
| 18 | Daein | Bishop | 10 | Physic |
| 19 | Daein | Wind Sage | 8 | Elwind |
| 20 | Daein | Wind Sage | 7 | Elwind |
| 21 | Daein | Halberdier | 6 | Steel Lance |

The battle ends when any 40 enemy units are defeated, regardless whether they are Crimean or Begnion soldiers. After rolling boulders inflict minor damage to several units, Micaiah's group can descend and wipe out forces attempting to navigate the slope. Meanwhile, Tauroneo's group in the west draws flying Falconknights away from the battlefield and up to the cliffs for an easy death. Manage these two positions until the enemy body count reaches 40.



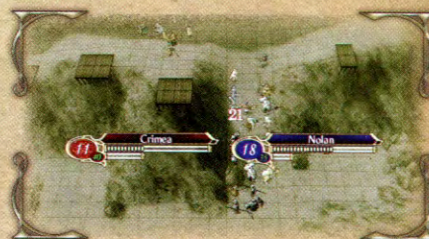
Turn 1: Begin moving Micaiah's group in the east down the slope toward the battlefield. Ensure that Zihark, Nolan, and Edward lead the downhill charge. Attack the nearest enemies. All other units should maintain position.



Turn 2: In the west, Tauroneo can help the Daein allies defeat any Falconknights that made it up the slope, or rain down javelins

from the top of the ledge. He merely needs repeat this action each turn.

Continue hacking through the horde gathering at the foot of the slope, using Micaiah's and Laura's healing skills to maintain a strong front line. They can heal yellow team members as well.



NOTE

Because there are no items to find, continue maintaining the two key positions along the cliff each turn, and let the enemies impale themselves rushing onto your spears. Prepare Tauroneo to take out a couple of Falconknight reinforcements appearing at the start of Turn 5.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|---------------|-----------|
| Victory | 7,500 |
| Maximum Bonus | 7,500 |

Base Preparations: Part III Chapter 13

Info: Conversations available depend on who is still alive. If Edward, Leonardo, Laura, and Aran are all hanging in there, a Tempest Sword and a Sleep staff are received.

FIRE EMBLEM

RADIANT DAWN

Part III Chapter 13: Blood Contract



The Daein forces holed up at Castle Nox rejoice at the news of Prime Minister Sephiran's release at the hands of Zeligus, and their efforts to turn the Begnion citizens against the machinations of the Senate. Unfortunately, King Pelleas has come to a decision of his own, and nothing can be done to save his life. Hearing of Pelleas's demise, Ike and the Apostle become concerned for Micaiah, and determine that she must be reasoned with one way or another. They march on Castle Nox, determined to wipe out the small garrison if needed in order to reach Micaiah.

Conditions

Victory: Hold line for 12 turns, defeat boss

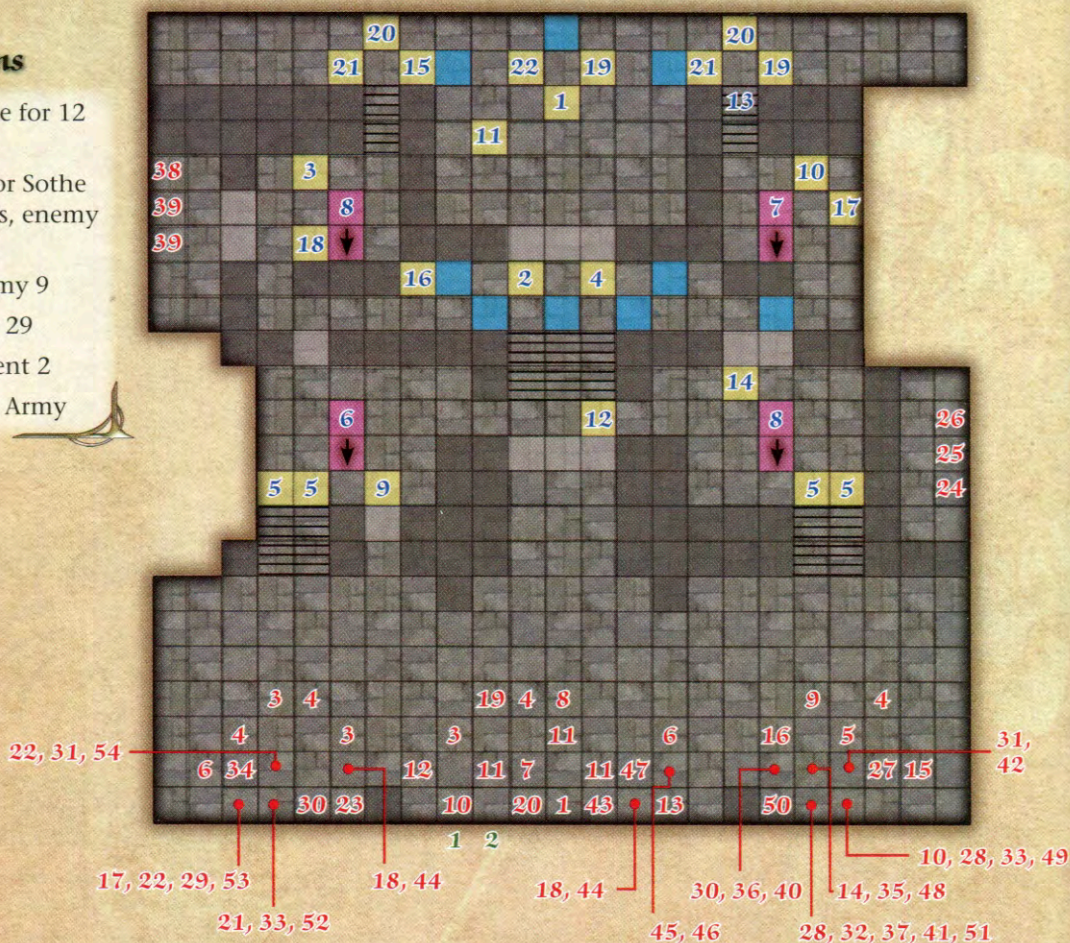
Defeat: Micaiah or Sothe dies, Tauroneo dies, enemy breaks line

Player: Daein Army 9

Ally: Daein Army 29

Other: Independent 2

Enemy: Apostle's Army



| Enemy Units (Normal Mode) | | | | |
|---------------------------|--------|-------|----|--------------------------|
| No. | Name | Class | Lv | Items |
| 1 | Ike | Hero | * | * |
| 2 | Gallia | Tiger | 14 | Fang |
| 3 | Gallia | Cat | 14 | Claw |
| 4 | Gallia | Tiger | 14 | Fang |
| 5 | Gallia | Cat | 15 | Claw |
| 6 | Gallia | Cat | 13 | Claw |
| 7 | Gallia | Tiger | 14 | Fang |
| 8 | Gallia | Cat | 15 | Claw, Olivi Grass |
| 9 | Gallia | Cat | 15 | Claw, Vulnerary |

| Enemy Units (Normal Mode) | | | | |
|---------------------------|-----------|-------|----|-----------------|
| No. | Name | Class | Lv | Items |
| 10 | Gallia | Cat | 14 | Claw |
| 11 | Gallia | Tiger | 15 | Fang, Vulnerary |
| 12 | Phoenicis | Hawk | 15 | Talon |
| 13 | Gallia | Cat | 15 | Claw |
| 14 | Phoenicis | Hawk | 12 | Talon |
| 15 | Phoenicis | Hawk | 12 | Talon |
| 16 | Gallia | Tiger | 13 | Fang |
| 17 | Gallia | Cat | 14 | Claw, Vulnerary |
| 18 | Gallia | Tiger | 14 | Fang |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|------|--------|-------|----|-------|
| 19 | Gallia | Tiger | 15 | Fang |
| 20 | Soren | * | * | * |
| 20** | Gallia | Cat | 14 | Claw |

* Class, level, and items dependent on previous status.

** Replacement, if Soren is dead.

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 21 | Gallia | Tiger | 13 | Fang |
| 22 | Gallia | Tiger | 14 | Fang |
| 23 | Gallia | Cat | 14 | Claw |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 24 | Gallia | Cat | 13 | Claw |
| 25 | Gallia | Tiger | 14 | Fang |
| 26 | Gallia | Tiger | 13 | Fang |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-----------|-------|----|-------|
| 27 | Phoenicis | Hawk | 12 | Talon |
| 28 | Gallia | Cat | 14 | Claw |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 29 | Gallia | Cat | 13 | Claw |
| 30 | Gallia | Tiger | 14 | Fang |
| 31 | Gallia | Cat | 13 | Claw |
| 32 | Gallia | Cat | 14 | Claw |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-----------|-------|----|-------|
| 33 | Gallia | Tiger | 14 | Fang |
| 34 | Phoenicis | Hawk | 13 | Talon |
| 35 | Gallia | Cat | 14 | Claw |
| 36 | Gallia | Cat | 13 | Claw |
| 37 | Phoenicis | Hawk | 12 | Talon |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 38 | Gallia | Tiger | 14 | Fang |
| 39 | Gallia | Cat | 14 | Claw |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 40 | Gallia | Tiger | 13 | Fang |
| 41 | Gallia | Cat | 14 | Claw |
| 42 | Gallia | Cat | 13 | Claw |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-----------------|
| 43 | Ranulf | Cat | * | * |
| 44 | Gallia | Cat | 16 | Claw, Vulnerary |
| 45 | Gallia | Cat | 15 | Claw |

* Previous player unit class, level, and items dependent on previous status.

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|------|---------|--------|----|-------|
| 46 | Titania | * | * | * |
| 46** | Gallia | Tiger | 16 | Fang |
| 47 | Oscar | * | * | * |
| 47** | Gallia | Tiger | 15 | Fang |
| 48 | Boyd | * | * | * |
| 48** | Gallia | Tiger | 16 | Fang |
| 49 | Rolf | * | * | * |
| 49** | Gallia | Cat | 14 | Claw |
| 50 | Mia | * | * | * |
| 50** | Gallia | Cat | 15 | Claw |
| 51 | Mist | Cleric | * | * |
| 51** | Gallia | Cat | 14 | Claw |

* Previous player unit class, level, and items dependent on previous status.

** Replacement, if player unit is dead.

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|------|--------|-------|----|-------|
| 52 | Shinon | * | * | * |
| 52** | Gallia | Tiger | 16 | Fang |
| 53 | Gatree | * | * | * |
| 53** | Gallia | Tiger | 16 | Fang |
| 54 | Rhys | * | * | * |
| 54** | Gallia | Cat | 14 | Claw |

* Previous player unit class, level, and items dependent on previous status.

** Replacement, if player unit is dead.

Ally Units

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------------------|
| 1 | Daein | Lance General | 12 | Steel Greatlance |
| 2 | Daein | Lance General | 11 | Steel Lance |
| 3 | Daein | Axe General | 10 | Steel Poleax, Vulnerary |
| 4 | Daein | Lance General | 10 | Steel Greatlance |
| 5 | Daein | Armor Axe | 18 | Steel Axe |
| 6 | Daein | Archer | 18 | Steel Bow |
| 7 | Daein | Archer | 19 | Steel Bow |
| 8 | Daein | Sniper | 8 | Steel Bow, Vulnerary |
| 9 | Daein | Halberdier | 6 | Javelin |
| 10 | Daein | Halberdier | 11 | Steel Lance |
| 11 | Daein | Bishop | 8 | Physic |
| 12 | Daein | Halberdier | 6 | Short Spear |
| 13 | Daein | Halberdier | 7 | Short Spear |
| 14 | Daein | Halberdier | 7 | Steel Lance |
| 15 | Daein | Halberdier | 10 | Steel Lance |
| 16 | Daein | Fire Sage | 7 | Elfire |
| 17 | Daein | Bishop | 8 | Mend |
| 18 | Daein | Bishop | 6 | Mend |
| 19 | Daein | Halberdier | 11 | Steel Lance |
| 20 | Daein | Fire Sage | 8 | Elfire |
| 21 | Daein | Halberdier | 9 | Steel Lance |
| 22 | Daein | Halberdier | 12 | Steel Lance |

Other Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 1 | Rafiel | Heron | * | * |
| 2 | Nailah | Wolf | * | * |

* Previous player unit level and items dependent on previous status.

FIRE EMBLEM

RADIANT DAWN

Prevent every enemy from setting foot inside the glowing green line on the map. If you can defeat Ike, it is possible to end the battle sooner. However, reaching Ike through a mountain of laguz with only nine player units and minimal allies is not a recommended strategy for surviving this battle. The only viable plan is to position all your units atop the forward ledges and stairs, with healers and spell casters in backup positions for units on the steps. This becomes difficult only in Turn 8, when reinforcements suddenly appear to the west of the platform.



Turn 1: One of her loyal Daein soldiers gives Micaiah a Purge tome at the start of the battle. This is because she cannot leave the top area. Use the Purge tome to inflict damage against approaching enemy units every turn, with priority to attacking Hawks.



Move two units down the stairs to block the central ledge. The Daein allies have the other access points blocked well enough

that you can hold off the laguz and severely damage them without repercussions for the next several turns. Meanwhile, move other units into ready positions at the tops of the ledges along the level just below Micaiah's.

NOTE

As turns go by and the laguz begin to attack your central units, move them back to the top of the stairs and form a line of three to prevent them from ascending. Your other units positioned at the forward ledge points should have no trouble preventing laguz from ascending, even if they are armed with non-ranged weapons. Position Sothe at the bottom of the east stairs leading to Micaiah's platform, to prevent reinforcements arriving in Turn 8 from clawing a path up to Micaiah.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|---------------|-----------|
| Victory | 8,000 |
| Maximum Bonus | 8,000 |

Base Preparations: Part III Endgame



Info: A conversation between Boyd and Mist only becomes available if the two have a support relationship of rank A. If so, a Spirit Dust is received. If Shinon and Rolf are both alive, the elder Marksman receives the Silencer, the second-best bow in the game. The best one is available just ahead, in Part IV!

Part III Endgame: From Pain, Awakening



The intervention of Elincia, Ena, and the Dragon Prince Kurthnaga only stems the fighting momentarily. When Kurthnaga learns the truth behind the Blood Pact, he joins Micaiah and the Daein Army. Now, Ike and the Apostle's Army have no choice but to face the Daeins on the battlefield, further risking breaking the seal of the Fire Emblem and awakening a dark god of unknown origin.

Victory: Rout enemy
(80 count)

Defeat: Ike or Ranulf
dies, Sigrun dies

Player:
Apostle's Army 15

Enemy:
Daein Army 116

Other:
Gallian Army 13
Phoenician Army 11



Previous player unit class, level, and items dependent on previous status.
 ** Replacement, if player unit is dead.
 *** Appearance dependent on choice made in III-13.

* Previous player unit class, level, and items dependent on previous status.
 ** Replacement, if player unit is dead.
 *** Appearance dependent on choice made in III-13.

FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------------|
| 31 | Daein | Thunder Sage | 14 | Elthunder |
| 32 | Daein | Thunder Sage | 12 | Elthunder |
| 33 | Daein | Sniper | 13 | Steel Bow |
| 34 | Daein | Lance General | 13 | Steel Greatlance |
| 35 | Daein | Lance General | 10 | Steel Greatlance |
| 36 | Daein | Halberdier | 14 | Horseslayer |
| 37 | Daein | Warrior | 16 | Short Axe |
| 38 | Daein | Swordmaster | 15 | Wyrmslayer |
| 39 | Daein | Swordmaster | 9 | Storm Sword, Coin |
| 40 | Daein | Sword Paladin | 14 | Wind Edge |
| 41 | Daein | Sword Paladin | 13 | Steel Sword |
| 42 | Daein | Sword Paladin | 13 | Wind Edge |
| 43 | Daein | Sword Paladin | 14 | Steel Sword |
| 44 | Daein | Axe Paladin | 13 | Short Axe |
| 45 | Daein | Axe Paladin | 13 | Steel Poleax |
| 46 | Daein | Lance Paladin | 14 | Steel Lance |
| 47 | Daein | Lance Paladin | 14 | Steel Greatlance |
| 48 | Daein | Sniper | 12 | Steel Bow |
| 49 | Daein | Sniper | 14 | Steel Bow |
| 50 | Daein | Thunder Mage | 13 | Bolting, Elthunder |
| 51 | Daein | Wind Mage | 15 | Blizzard, Elwind |
| 52 | Daein | Lance General | 14 | Steel Lance |
| 53 | Daein | Lance General | 14 | Silver Lance |
| 54 | Daein | Lance General | 14 | Steel Greatlance |
| 55 | Daein | Lance General | 13 | Steel Greatlance |
| 56 | Daein | Dragonmaster | 15 | Steel Axe |
| 57 | Daein | Dragonmaster | 14 | Steel Axe |
| 58 | Daein | Dragonmaster | 18 | Steel Axe |
| 59 | Daein | Bishop | 18 | Sleep, Ellight |
| 60 | Daein | Fighter | 20 | Steel Axe |
| 61 | Daein | Fighter | 19 | Steel Axe |
| 62 | Daein | Bishop | 14 | Mend, Ellight |
| 63 | Daein | Soldier | 20 | Steel Lance |
| 64 | Daein | Soldier | 20 | Javelin |
| 65 | Daein | Axe General | 12 | Steel Axe |
| 66 | Daein | Axe General | 13 | Steel Axe |
| 67 | Daein | Myrmidon | 20 | Steel Sword, Vulnerary |
| 68 | Daein | Myrmidon | 18 | Steel Sword |
| 69 | Daein | Fighter | 18 | Steel Axe |
| 70 | Daein | Fighter | 19 | Hand Axe, Coin |
| 71 | Daein | Lance General | 17 | Silver Lance |
| 72 | Daein | Halberdier | 12 | Steel Lance |
| 73 | Daein | Halberdier | 14 | Steel Lance |
| 74 | Daein | Axe Paladin | 14 | Steel Poleax |

Enemy Reinforcements: Turns 3, 5

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------|
| 75 | Daein | Lance Paladin | 14 | Steel Lance |
| 76 | Daein | Lance Paladin | 15 | Steel Lance |
| 77 | Daein | Axe Paladin | 14 | Steel Axe |
| 78 | Daein | Axe Paladin | 10 | Steel Axe |

Enemy Reinforcements: Turns 4, 6, 7

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-----------|
| 79 | Daein | Axe Paladin | 19 | Steel Axe |
| 80 | Daein | Axe Paladin | 18 | Steel Axe |
| 81 | Daein | Axe Paladin | 14 | Steel Axe |
| 82 | Daein | Axe Paladin | 13 | Short Axe |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------|
| 83 | Daein | Bow Paladin | 13 | Steel Bow |
| 84 | Daein | Lance Paladin | 15 | Steel Greatlance |

Other Units

| No. | Name | Class | Lv | Items |
|-----|-----------|-----------|----|-------|
| 1 | Tibarn | Hawk King | * | * |
| 2 | Phoenicis | Hawk | 20 | Talon |
| 3 | Phoenicis | Hawk | 22 | Talon |
| 4 | Phoenicis | Hawk | 21 | Talon |
| 5 | Skrimir | Lion | * | * |
| 6 | Gallia | Tiger | 21 | Fang |
| 7 | Gallia | Cat | 19 | Claw |
| 8 | Gallia | Tiger | 19 | Fang |
| 9 | Gallia | Cat | 21 | Claw |
| 10 | Gallia | Tiger | 20 | Fang |
| 11 | Gallia | Cat | 20 | Claw |

* Unit level and items dependent on previous status.

Other Reinforcements: Turns 3, 5

| No. | Name | Class | Lv | Items |
|-----|--------|-------|----|-------|
| 12 | Gallia | Tiger | 19 | Fang |
| 13 | Gallia | Cat | 19 | Claw |

Other Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|-----------|------------|----|----------------|
| 14 | Ena | Red Dragon | 25 | Breath, Elixir |
| 15 | Phoenicis | Hawk | 21 | Talon |
| 16 | Phoenicis | Hawk | 19 | Talon |

Other Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-----------|-------|----|-------|
| 17 | Phoenicis | Hawk | 21 | Talon |
| 18 | Phoenicis | Hawk | 19 | Talon |

Switch out units before the battle, and insert plenty of horseback, flying, and laguz units who can move far every turn. Also leave some heavy-hitters in the group, such as Mia, Gatrie, and Nephenee. While Skrimir's group tears up the left side of the field and Tibarn's Hawks are stuck in the southeast corner fighting incessant reinforcements, move Ike's group cautiously up the middle, heading northeast. Notice the counter in the screen's upper right corner. When the total body count of enemies and allies combined reaches 80, the battle abruptly ends.

By moving too far up the middle, you begin to encounter your own units from the Daein Army. Units such as Edward, Nolan, Zihark, and Jill can prove fatal to your group. Therefore, clear the central area and set up a defensive barrier in the middle of the map. Hold your ground until the Laguz Alliance racks up the necessary body count.

Turn 1: Move your toughest flying and mounted units northeast, attacking the nearest Generals. Although it is a wide area, attempt to form a wedge made of tougher units to withstand the enemy phase.



Turn 2: After the Daeins and laguz move, it is finally your turn again! Clean up enemies that approached last turn by moving units

northeast of them to attack. Flying and mounted units should attack the closest enemies, then move northeast to form a diagonal line between the trees and antagonize more enemies farther up.

Turn 3: A Bishop with a Sleep staff farther up the field may have put a unit to sleep last turn. Have Rhys or Mist use a Restore staff to wake him up.



Continue moving all units northeast to form a diagonal wall between the trees near the central path intersection. Wipe out as many of the Mages as possible this turn.

TIP

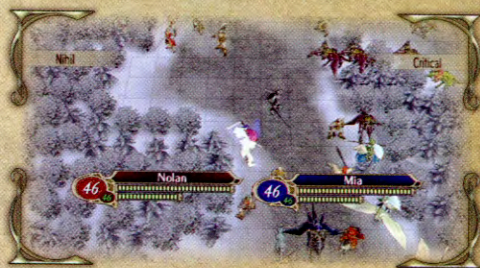
If Zihark approached and attacked last turn, and is still active on the field, move Ike next to him and initiate a conversation. Ike can recruit Zihark to the player team in the middle of the battle!



Turn 4: Another unit must be awakened, so put your healers in action first. Form a strong line

in the four spaces between the trees to the north, but avoid stepping within the range of Edward or Nolan. Then wipe out enemies in your vicinity and Mages to the southeast using teamwork among weaker, slower-moving units.

Turn 5: Move only units equipped with swords or lances within Edward's and Nolan's



combined ranges to finish off enemies in the central area. Only units such as Ike, Mia, Gatrie, Nepheene, and shifted laguz units are sturdy enough to survive his assaults.



Turn 6: With Tibarn and Skrimir piling bodies on the field, only a few more deaths should do the trick. Pick out a

few weak units within range, move your strongest units to them, and eliminate them. The battle ends when the total kill count for enemies and allies reaches 80.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 10,000 |
| Victory in 10 Turns or Less | 5,000 |
| Victory in 15 Turns or Less | 2,500 |
| Maximum Bonus | 15,000 |

FIRE EMBLEM

RADIANT DAWN

Part IV: Gods and Men

NOTE



At the beginning of Part IV, the player must divide the available units into three teams: the Silver Army, the Greil Army, and the Hawk Army. The face portraits of all units are displayed onscreen, and they're already divided into three even teams.

Character portraits highlighted in green are mandatory to the team where they are assigned, and cannot be moved or exchanged. All other units can be moved to another army. We recommend using the default team distribution, because herons and healers are split up quite reasonably, as are spell casters, melee fighters, and laguz. Press \oplus when finished dividing the three teams to continue.

Base Preparations: Part IV Prologue



Info: Conversations with Muston and Skrimir yield a Rexbolt tome and a Satori Sign, respectively. Other conversations available are based on whether Pelleas lived at the end of Part III.

Shop: Purchase Olivi Grass from the Bargain screen for Skrimir, Mordecai, and Lethe. Be sure to equip Sothe with silver weapons, if he does not have them already.

Items: Give the Rexbolt to Ilyana, or send it to the Convoy

so that Soren might equip it later, depending on which unit is higher in weapon level.

Manage: Award the most experience to units that are close to class change level, and raise as many characters as possible into the third class tier.



Part IV Prologue: Chaos Named



Using the Galdr of release to unleash the spirit of Mist's medallion, the heroes have also awakened Ashera, Goddess of Order. Finding beorc and laguz embroiled in the forbidden act of war, Ashera immediately passes judgment upon the world and petrifies all but a chosen few. Those left untouched by the goddess' judgment must put aside differences of race and country and work together to prevent the apocalypse. Micaiah's team, the Silver Army, encounters a battalion of Begnion soldiers that support the Goddess Ashera in her quest to bring order to Tellius—by wiping out all who oppose her divine will.

New Units

Naesala

The dastardly Raven King proves to be a fearsome ally on the battlefield. Naesala can swoop in to perform devastating attacks, usually wiping out enemies in a single move using his Tear ability.



Sanaki

The empress is the one unit capable of casting the almighty Cymbeline spell, and her good Luck allows her to pick up hidden items easily. However, her low HP and Defense require other units, especially Sigrun, to protect her.



Skrimir

Skrimir is the king of battle, easily taking out several standard enemies in a single enemy phase. However, his Provoke skill tends to influence all enemies to target him, even with useless attacks. This can empty his transformation gauge quickly and revert him. Keep him supplied with Olivi Grass to maintain transformation throughout a battle.



Hidden: Coin

Hidden: Coin

Hidden: Master Crown

Hidden: Master Crown

Conditions

Victory: Rout enemy

Defeat: Micaiah or Sothe dies, Sanaki dies

Player:
Silver Army 15

Enemy: Hand 65



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|---------------|
| 1 | Order | Halberdier | 3 | Steel Lance |
| 2 | Order | Warrior | 4 | Steel Poleax |
| 3 | Order | Warrior | 4 | Steel Axe |
| 4 | Order | Warrior | 5 | Steel Poleax |
| 5 | Order | Axe Paladin | 4 | Steel Axe |
| 6 | Order | Blade Paladin | 5 | Steel Sword |
| 7 | Order | Lance Paladin | 4 | Steel Lance |
| 8 | Order | Lance Paladin | 5 | Steel Lance |
| 9 | Order | Lance Paladin | 4 | Steel Lance |
| 10 | Order | Blade Paladin | 4 | Steel Blade |
| 11 | Order | Lance Paladin | 4 | Steel Lance |
| 12 | Order | Axe General | 4 | Short Axe |
| 13 | Order | Sword General | 4 | Silver Sword |
| 14 | Order | Bow Paladin | 4 | Steel Longbow |
| 15 | Order | Bow Paladin | 5 | Steel Bow |
| 16 | Order | Lance Paladin | 5 | Silver Lance |
| 17 | Order | Axe General | 6 | Short Axe |
| 18 | Order | Bow Paladin | 4 | Steel Bow |
| 19 | Order | Axe Paladin | 6 | Silver Axe |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------------------|
| 20 | Order | Sword General | 5 | Tempest Blade |
| 21 | Order | Bishop | 4 | Ellight, Recover, Physic |
| 22 | Order | Lance Paladin | 4 | Silver Lance |
| 23 | Order | Axe Paladin | 5 | Steel Axe |
| 24 | Order | Axe Paladin | 4 | Short Axe |
| 25 | Order | Axe Paladin | 5 | Steel Axe |
| 26 | Order | Warrior | 4 | Crossbow |
| 27 | Order | Lance Paladin | 4 | Killer Lance |
| 28 | Order | Lance Paladin | 3 | Steel Lance |
| 29 | Order | Halberdier | 4 | Steel Lance |
| 30 | Order | Halberdier | 3 | Steel Lance |
| 31 | Order | Halberdier | 3 | Steel Lance |
| 32 | Order | Blade Paladin | 4 | Steel Sword |
| 33 | Order | Lance Paladin | 3 | Steel Lance |
| 34 | Order | Bow Paladin | 4 | Steel Bow |
| 35 | Order | Bow Paladin | 3 | Steel Bow |
| 36 | Order | Bow Paladin | 4 | Steel Bow |
| 37 | Order | Bow Paladin | 4 | Steel Bow |
| 38 | Yuma | Blade Paladin | 10 | Brave Sword |

FIRE EMBLEM

RADIANT DAWN

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------|
| 39 | Order | Blade Paladin | 5 | Steel Sword |
| 40 | Order | Axe Paladin | 4 | Steel Axe |
| 41 | Order | Lance Paladin | 4 | Steel Lance |
| 42 | Order | Lance Paladin | 5 | Steel Lance |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------|
| 43 | Order | Blade Paladin | 4 | Killing Edge |
| 44 | Order | Blade Paladin | 4 | Steel Sword |
| 45 | Order | Blade Paladin | 4 | Steel Sword |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------|
| 46 | Order | Blade Paladin | 4 | Steel Sword |
| 47 | Order | Blade Paladin | 5 | Steel Sword |
| 48 | Order | Blade Paladin | 4 | Steel Sword |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------|
| 49 | Order | Lance Paladin | 5 | Steel Lance |
| 50 | Order | Blade Paladin | 4 | Storm Sword |
| 51 | Order | Lance Paladin | 5 | Steel Lance |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-----------|
| 52 | Order | Axe Paladin | 5 | Steel Axe |
| 53 | Order | Axe Paladin | 5 | Steel Axe |
| 54 | Order | Bow Paladin | 5 | Steel Bow |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 55 | Order | Swordmaster | 5 | Steel Sword |
| 56 | Order | Swordmaster | 6 | Steel Sword |
| 57 | Order | Swordmaster | 5 | Storm Sword |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|--------|----|--------------|
| 58 | Order | Bishop | 4 | Purge, Shine |
| 59 | Order | Bishop | 4 | Purge, Shine |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------|
| 60 | Order | Axe Paladin | 5 | Short Axe |
| 61 | Order | Lance Paladin | 4 | Silver Spear |
| 62 | Order | Blade Paladin | 5 | Steel Blade |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-----------|
| 63 | Order | Bow Paladin | 6 | Steel Bow |
| 64 | Order | Bow Paladin | 6 | Steel Bow |

Switch out Marcia for a tougher unit, such as Aran or Danved. Take out any unit and include Laura in the lineup, especially if she has reached Bishop class. Initially, split into two squads and barricade both sides of the player units' starting area. As reinforcements move in, move out and take control of the two-space-wide bridges spanning the moat to the north and east. Hold these positions for several turns, only sending advanced laguz units out on solo missions to kill problematic foes and the boss. Finish the battle by moving the northern squad east to take out remaining units.



Turn 1: Take Micaiah, Sothe, Sigrun, Sanaki, Tanith, and Naesala east. Defeat the Halberdiers there, and position units

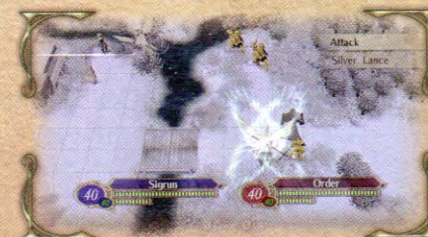
to block the gateway, with weak units such as Micaiah, Sothe, and Sanaki in the rear.

Move Mordecai, Skrimir, Edward, and Nolan north, and take out the Halberdiers on the bridge. Block the north end of the bridge with tough guys such as Nolan and Skrimir.



Turn 2: Move Micaiah, Sothe, and Aran north, taking out enemies on the south side of the river. Position Micaiah or Sothe, the luckier of the two, on the spot where the wall zigzags at the corner. Have the unit wait there several turns to obtain a Master Crown.

Move Naesala, Sigrun, and Tanith east across the bridge and smash the reinforcements appearing there. Reposition these units after their moves to block bridge access.





Skrimir will surely need to consume an Olivi Grass, having taken out so many foes in the enemy phase. Move the

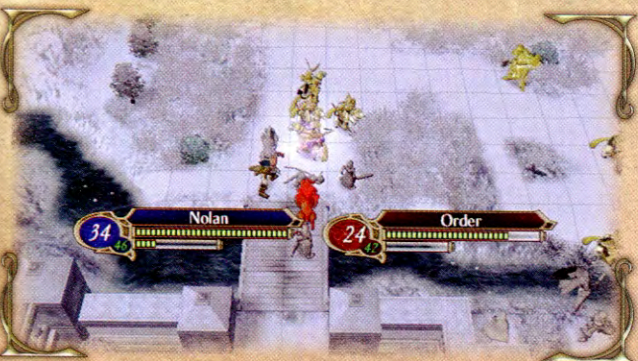
north units slightly off the bridge, forming a new line and taking out any nearby units. However, stay near the bridge, and keep blocking it.



Turn 3: Sothe and Aran must attack units attempting to cross the river from the north.

Meanwhile, Naesala must fly northeast and destroy one of the Bow Paladins who ride in from the river to attack.

Leave him positioned near them, so that they attack him again in the enemy phase. The rest of your eastern units have new reinforcements to contend with, while defending the Empress.



To the north, take out several of the pool of enemies collecting near the bridge. Make sure that laguz units have enough points remaining in their transformation gauges to remain ferocious through the next enemy phase.

Turn 4:

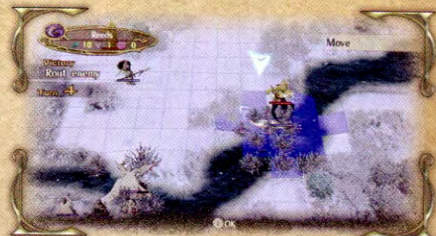
Move Laura north to heal compatriots fighting to barricade the bridge. Otherwise, try to finish off

enemies lingering near the bridge, and reposition units to provide greater fortification against future waves.



The eastern units should be able to start moving north to help Naesala take out the Bow Paladins riding near the river. Meanwhile, move Empress Sanaki to the screen's lower right corner, where another Master Crown is hidden. Have her wait there turn after turn for the rest of the battle in the hopes of obtaining it.

When Naesala's move is finished, position him on the north bank, to draw Yuma south during the next enemy phase.



Turn 5:

Move Naesala in and take out Yuma. His abilities make him the only unit suitable to fight the boss and survive, albeit with minor damage.



Move in with Aran and Sigrun to attack Yuma's Generals. Leave the Bishop alone, and start moving

Sothe toward him so that a staff can be stolen in upcoming turns.

FIRE EMBLEM

RADIANT DAWN



On the north front, focus on taking out every weakened enemy, if possible, this turn. Skrimir can take out a foe that is at full health.

Turn 6: Advance all units guarding the west bridge north, to take out reinforcements appearing in the northwest corner. Leave Lethe and another unit behind to handle reinforcements appearing near the player starting positions next turn.



Move Sothe beside the enemy Bishop. Hopefully his Physic staff will not be equipped, allowing Sothe to steal it. Move surrounding units in and kill the Bishop and any units surrounding him.



In the southeast corner, defend Empress Sanaki from reinforcements while still trying to attain the hidden Master Crown.



Turn 7: Naesala is the best unit for taking out the Swordmaster who appeared at the river junction. Units to the northwest can

take out the Swordmaster appearing there in good time, whereas Lethe and the other unit left to the south must return to the starting area to take out another Swordmaster. Focus on taking out these three dangerous new units this turn.



Turn 8: Try to move Sothe near one of the Bishops appearing last turn, and steal an unequipped spell tome. Otherwise, units to the northwest should start moving northeast, to take out the new Bishop appearing there, as well as reinforcements set to appear in the northeast corner next turn. Move Naesala northeast, as well.



Turn 9: If you can finish off any foes remaining this turn, the battle is over.



NOTE

Following this battle, Sothe automatically upgrades to Whisper class. The trouble he has recently been having obtaining buried treasures by standing in certain spaces is over!



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 2,000 |
| Victory in 10 Turns or Less | 1,000 |
| Victory in 15 Turns or Less | 500 |
| Maximum Bonus | 3,000 |

Base Preparations: Part IV Chapter 1



Info: View the Visions scene. If Mist is still playable, she finds a Holy Crown. If she was defeated in battle, the item is not obtained because Mist is the only one capable of using it. This item allows Mist to upgrade to Valkyrie class, making her a mounted unit! The item can be used only at level 10 or higher. If Aimee survived Part I Chapter 3, she hands over a Rexcalibur tome. Trade this to Soren before leaving base.

Shop: A Wyrmslayer and several Olivi Grass are available on the Bargain screen. Purchase the dragon-bashing sword for Mia. Buy one Olivi Grass for Rafiel, and buy the others and send them to storage to restock the other teams later.

Manage: Take Mist up to level 10 if possible, and then use the Holy Crown to promote her to Valkyrie.

Items: Equip Rhys and Mist with Physic staves, if they do not already possess them. Pass out Torches, if any remain on hand.



Part IV Chapter 1: Road to the Empire



Camping out one night while en route to Begnion, Ike's group is suddenly attacked by the mysterious Order of the Hand, Begnion servants of Ashera who materialize without warning. Ike and group must protect Ena and Prince Kurthnaga at all costs, which means moving into the darkness in order to defeat the enemy.

Conditions

Victory: Rout enemy

Defeat: Ike dies

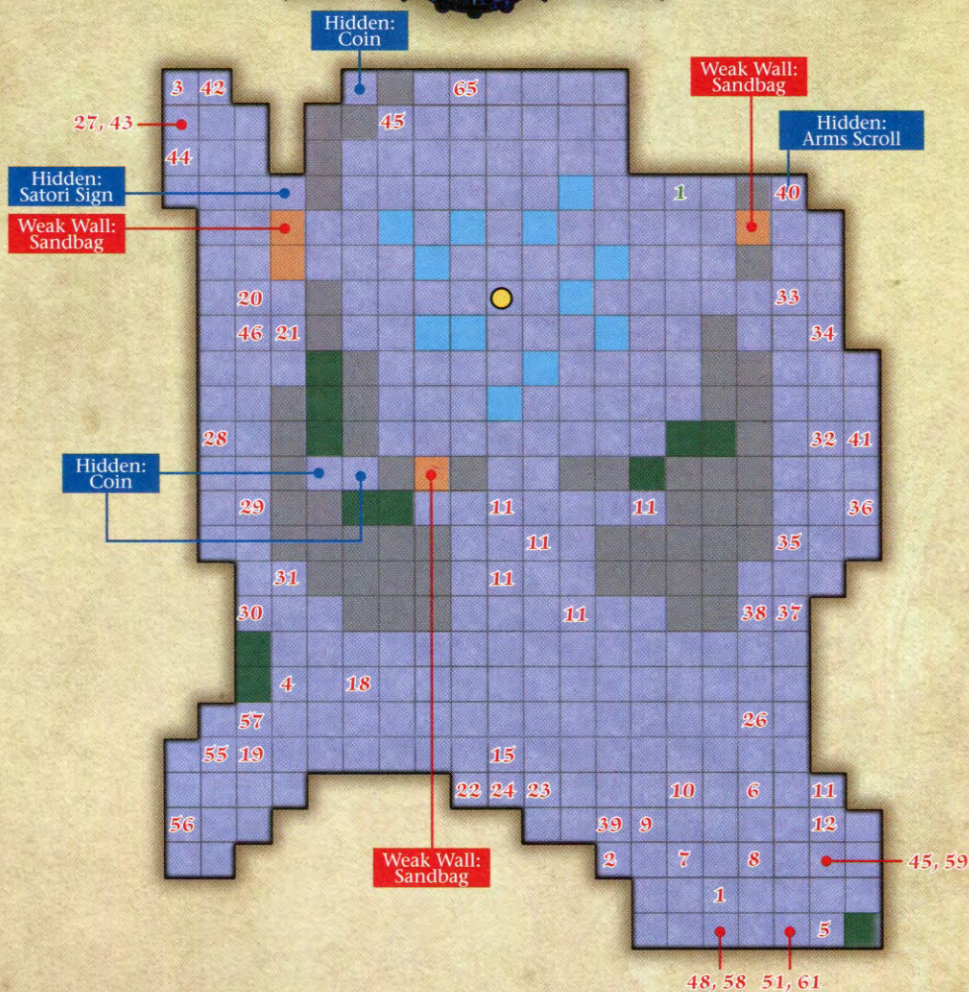
Player: Greil Army 12

Enemy: Hand 69

Other: Independent 1

FIRE EMBLEM

RADIANT DAWN



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------|---------------|----|----------------|
| 1 | Catalena | Falconknight | 12 | Spear |
| 2 | Order | Falconknight | 7 | Steel Lance |
| 3 | Order | Falconknight | 7 | Steel Lance |
| 4 | Order | Falconknight | 7 | Steel Lance |
| 5 | Order | Axe General | 7 | Short Axe |
| 6 | Order | Axe General | 7 | Short Axe |
| 7 | Order | Axe General | 7 | Short Axe |
| 8 | Order | Axe General | 8 | Silver Axe |
| 9 | Order | Druid | 6 | Worm |
| 10 | Order | Druid | 6 | Carreau |
| 11 | Order | Fire Sage | 7 | Arcfire |
| 12 | Order | Bishop | 6 | Physic, Elixir |
| 13 | Order | Warrior | 6 | Steel Axe |
| 14 | Order | Warrior | 6 | Steel Axe |
| 15 | Order | Warrior | 6 | Steel Axe |
| 16 | Order | Warrior | 4 | Crossbow |
| 17 | Order | Lance General | 7 | Steel Lance |
| 18 | Order | Halberdier | 6 | Steel Lance |
| 19 | Order | Halberdier | 5 | Steel Lance |
| 20 | Order | Halberdier | 5 | Steel Lance |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------------|
| 21 | Order | Halberdier | 5 | Steel Lance |
| 22 | Order | Warrior | 6 | Steel Poleax |
| 23 | Order | Warrior | 6 | Killer Axe |
| 24 | Order | Bishop | 5 | Physic, Pure Water |
| 25 | Order | Sniper | 4 | Steel Bow |
| 26 | Order | Sniper | 4 | Steel Bow |
| 27 | Order | Thunder Sage | 6 | Elthunder |
| 28 | Order | Bishop | 5 | Physic, Concoction |
| 29 | Order | Warrior | 5 | Steel Axe |
| 30 | Order | Swordmaster | 5 | Steel Blade |
| 31 | Order | Sniper | 6 | Killer Bow |
| 32 | Order | Sword General | 5 | Steel Blade |
| 33 | Order | Sword General | 5 | Steel Sword |
| 34 | Order | Sword General | 5 | Steel Sword |
| 35 | Order | Lance General | 4 | Short Spear |
| 36 | Order | Axe General | 5 | Steel Poleax |
| 37 | Order | Lance General | 6 | Horseslayer |
| 38 | Order | Bishop | 5 | Physic |
| 39 | Order | Halberdier | 6 | Steel Greatlance |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------|
| 40 | Order | Sword General | 5 | Steel Sword |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 41 | Order | Halberdier | 6 | Steel Greatlance |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 42 | Order | Halberdier | 5 | Steel Greatlance |
| 43 | Order | Thunder Sage | 5 | Elthunder |
| 44 | Order | Swordmaster | 5 | Steel Blade |
| 45 | Order | Warrior | 5 | Steel Axe |
| 46 | Order | Swordmaster | 6 | Wyrmslayer |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 47 | Order | Halberdier | 6 | Steel Greatlance |
| 48 | Order | Halberdier | 5 | Steel Lance |
| 49 | Order | Halberdier | 5 | Silver Lance |
| 50 | Order | Halberdier | 5 | Steel Greatlance |
| 51 | Order | Fire Sage | 5 | Elfire |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 52 | Order | Halberdier | 5 | Steel Greatlance |
| 53 | Order | Thunder Sage | 5 | Elthunder |
| 54 | Order | Swordmaster | 5 | Steel Blade |
| 55 | Order | Warrior | 6 | Steel Poleax |
| 56 | Order | Fire Sage | 6 | Elfire |
| 57 | Order | Falconknight | 6 | Steel Sword |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|------------------|
| 58 | Order | Halberdier | 5 | Steel Lance |
| 59 | Order | Halberdier | 5 | Silver Lance |
| 60 | Order | Halberdier | 5 | Steel Greatlance |
| 61 | Order | Fire Sage | 5 | Elfire |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|--------------|
| 62 | Order | Warrior | 6 | Steel Poleax |
| 63 | Order | Fire Sage | 6 | Elfire |
| 64 | Order | Falconknight | 6 | Steel Sword |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|-------|-------|----|-------|
| 65 | Order | Druid | 5 | Worm |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 66 | Order | Swordmaster | 6 | Steel Sword |
| 67 | Order | Swordmaster | 6 | Steel Sword |
| 68 | Order | Warrior | 6 | Killer Axe |
| 69 | Order | Sniper | 5 | Steel Bow |

Other Units

| No. | Name | Class | Lv | Items |
|-----|------|------------|----|--------|
| 1 | Ena | Red Dragon | 22 | Breath |

Include Haar in the group when choosing units before the battle. Reposition units to place Boyd and Shinon to the south, Haar, Mia, and Titania to the west, Gatrie, Nailah, and Soren to the east. Divide into three squads, and blockade the west, south, and east entrances to the camp. Be aware of weak sections in the sandbag walls that enemies can destroy to penetrate your lines. After several turns of defending the gaps, bring most members of all three groups out of camp and south to rout more enemies lurking in darkness. Finally, regroup just south of camp and head southeast to confront Catalena and her Generals.

Turn 1: Move Ike and Boyd south to attack enemies and block the two-space gap in the sand bags. Position Shinon behind them for support.



Take Nailah east and destroy the armor threatening to breach camp. Position

Gatrie in the gap to prevent anyone from going after Ena. Move Soren and Mist in that direction to lend support.

Position Mia and Titania behind the short, weakened sandbag wall to the west. Fly Haar just outside the sandbags, attack one of the two Halberdiers positioned there, and retreat behind the sandbags.

**CAUTION**

Leave Rhys and Rafiel in the middle of the area near the bonfire for the time being. Moving either unit outward in any direction could result in sudden extermination by unseen flying enemies.

FIRE EMBLEM

RADIANT DAWN



Turn 2: Move Soren north inside the sandbags to attack the General who recently appeared in the northeast corner. Nailah

can move away from the camp to attack any Generals in range, while Gatrie must remain blocking the gap for the time being.

Ike and Boyd must remain blocking the south gap, while Shinon should stand behind the weak spot in the sandbags and kill any foe approaching that area.



Titania should be able to easily take out a Falconknight that flew into camp last turn, while Haar takes another trip over the sandbags and back to kill another enemy attempting to break through.



Turn 3: Keep Shinon as close to the sandbags as possible while taking out a Falconknight who flew into camp last turn. Ike and

Boyd have more enemies to take out. Move Rafiel down to their area, but far enough back to keep him safe, and give Shinon or Ike an extra move this turn to help clear the area out.



Move Mia into the gap created when enemies destroyed the west sandbags last turn, and take out a foe. Haar and Titania should

hold the line, using throwing weapons to take out surrounding foes if possible.

Nailah and Soren must take out the General who appeared in Turn 2. Otherwise, he will break through the sandbags in the northeast corner.



From the middle of camp, Mist and Rhys should use Physic staves to heal allies.

Turn 4: The Warrior appearing inside the camp must be dealt with this turn. Give the job to Titania, while Mia and Haar clear the area west of the sandbags.



Continue killing enemies in the east area, while moving Rhys to the northeast corner. Leave him in that spot for several turns to try to obtain the Arms Scroll hidden there.



Take out any foes lingering near the south sandbags. Start moving Boyd, Ike, and Shinon south this turn. Ike should be able to take out a Druid moving up from the southeast.

Take out any foes lingering near the south sandbags. Start moving Boyd, Ike, and Shinon south this

Turn 5: Kill the Bishop to the south. Move Boyd southeast with the hope of revealing Catalena's area.



Move Nailah, Gatrie, and Soren south along the east path, hopefully revealing new enemies in the process.



Take out reinforcements at the west gap. Move Mia outside the sandbags to the north side of the gap.



Turn 6: Move Mia next to the sandbags just north of the east gap to find a Satori Sign pretty easily. Take out any foes lingering near the gap, then move Titania and Haar northwest to tangle with new reinforcements.



Continue moving Nailah, Gatrie, Ike, Boyd, and Shinon southeast to mop up enemies surrounding Catalena. Take out the Bishops positioned north and east of Catalena's position.



Turn 7: The southeast corner blazes as reinforcements arrive. Take out as many as you can during your turn.

Take out reinforcements in the northwest, and start moving Titania south. Fly Haar south, and take out a Bishop positioned midway up the east side.



Turn 8: Move Haar and Titania southeast to clean up new reinforcements appearing in the lower left corner.

FIRE EMBLEM

RADIANT DAWN



Time for Ike to take out Catalena. If he does not get the job done, move in Nailah for the kill. Other units in the area should take out remaining reinforcements.

Turn 9: Mop up enemies in the south area. Start moving Mia toward the Druid that appeared in camp at the beginning of the turn. If Mia fails to reach the Druid before it reaches Ena, she transforms and takes him out easily.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 2,500 |
| Victory in 10 Turns or Less | 1,250 |
| Victory in 15 Turns or Less | 625 |
| Maximum Bonus | 3,750 |

Base Preparations: Part IV Chapter 2



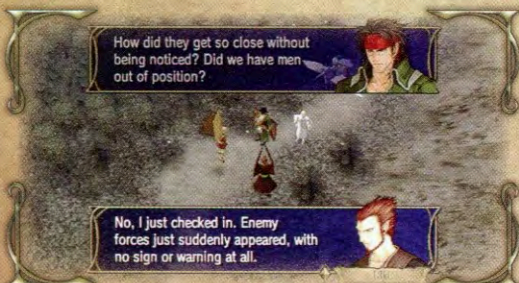
Info: Conversations with Reyson and the blacksmiths yield a Satori Sign and a Rexflame tome, respectively. Give the Satori Sign to a hawk that is close to reaching level 30.

Shop: Purchase the Wyrm Slayer from the Bargain page for Lucia. Purchase Olivi Grass or take some from the Convoy and other units to give to Ranulf, Reyson, and Ulki.

Items: Store Rexflame with the Convoy, so that hopefully Soren can use it later. Make sure Elinicia has healing staves, such as Recover and Physic. Ensure that Nephenee, Brom, and Tauroneo have fresh armaments with plenty of uses, including throwing weapons.

Manage: Raise Janaff to level 30 and use a Satori Sign to give him the Tear skill. Also, use the Wildheart scroll Janaff carries to give him the Halfshift ability. Upgrade Ulki to level 30 and use a Satori Sign on him as well, if enough Bonus EXP remains. Elinicia may be equipped with the Mercy skill, which prevents her from killing foes with critical hits. Remove this skill to ensure that she can eliminate hostile units.

Part IV Chapter 2: Silent World



While following a rounded path east around Lake Semper on their way toward Begnion, Tibarn's Hawk Army is held up by slower members of their party. The Disciples of Order appear in the forest, blocking their path.

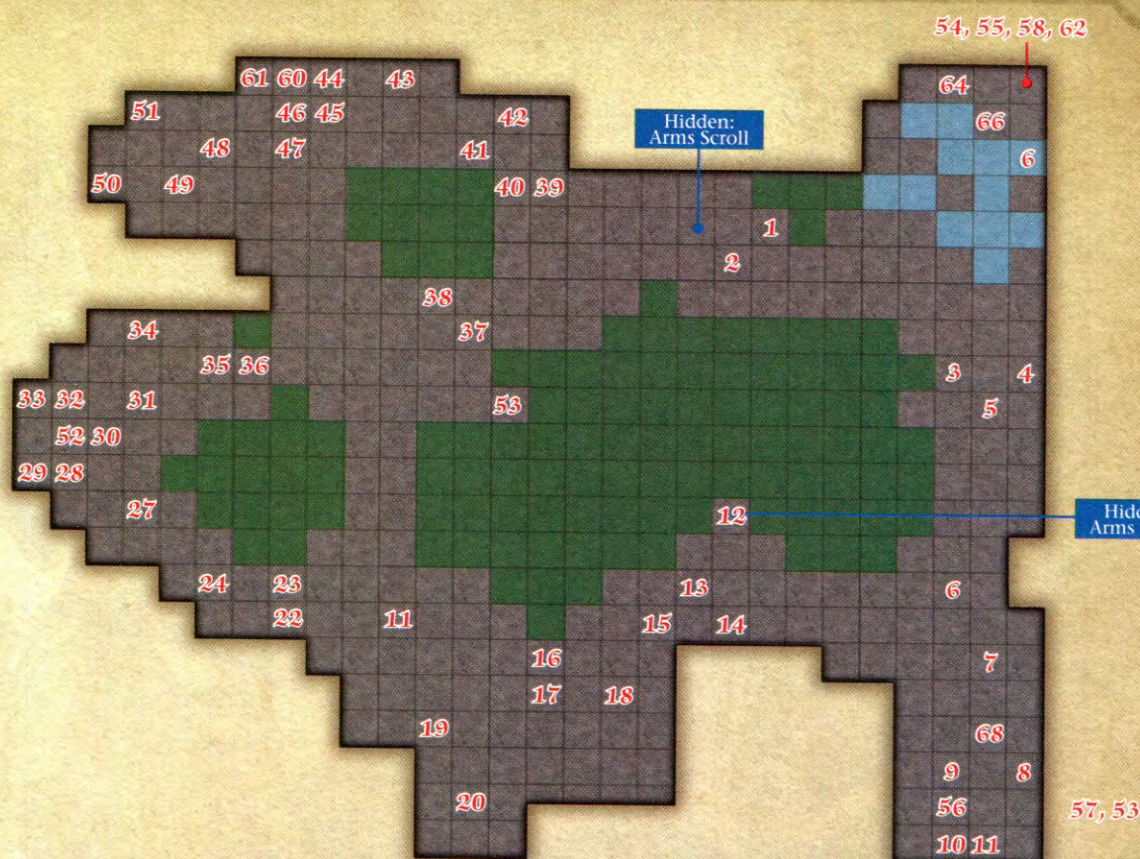
Conditions

Victory: Rout enemy

Defeat: Tibarn dies, Elinicia dies

Player: Hawk Army 12

Enemy: Hand 71



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------------------|
| 1 | Order | Warrior | 4 | Steel Axe |
| 2 | Order | Warrior | 4 | Steel Poleax |
| 3 | Order | Lance General | 4 | Steel Lance |
| 4 | Order | Lance General | 4 | Steel Lance |
| 5 | Order | Sword General | 6 | Steel Blade |
| 6 | Order | Swordmaster | 4 | Steel Blade |
| 7 | Order | Swordmaster | 4 | Steel Blade |
| 8 | Order | Swordmaster | 4 | Steel Blade |
| 9 | Order | Warrior | 4 | Crossbow |
| 10 | Order | Falconknight | 5 | Silver Lance |
| 11 | Order | Falconknight | 5 | Silver Lance |
| 12 | Order | Warrior | 4 | Killer Axe |
| 13 | Order | Warrior | 4 | Steel Poleax |
| 14 | Order | Warrior | 4 | Steel Poleax |
| 15 | Order | Sniper | 4 | Steel Bow, Coin |
| 16 | Order | Warrior | 5 | Steel Poleax |
| 17 | Order | Warrior | 5 | Steel Poleax |
| 18 | Order | Sniper | 5 | Steel Bow |
| 19 | Order | Falconknight | 6 | Silver Lance |
| 20 | Order | Lance Paladin | 5 | Steel Greatlance |
| 21 | Order | Sniper | 5 | Silver Bow |
| 22 | Order | Axe General | 6 | Silver Axe |
| 23 | Order | Lance General | 6 | Spear |
| 24 | Order | Falconknight | 6 | Silver Lance, Panacea |
| 25 | Order | Fire Sage | 6 | Arcfire |
| 26 | Order | Bishop | 5 | Physic |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|---------|---------------|----|--------------------|
| 27 | Order | Swordmaster | 7 | Steel Blade |
| 28 | Order | Sniper | 6 | Taksh |
| 29 | Order | Bishop | 6 | Physic |
| 30 | Order | Swordmaster | 6 | Steel Blade |
| 31 | Order | Lance General | 6 | Steel Greatlance |
| 32 | Order | Halberdier | 7 | Spear |
| 33 | Order | Bishop | 6 | Physic |
| 34 | Order | Axe General | 6 | Silver Poleax |
| 35 | Order | Halberdier | 7 | Spear |
| 36 | Order | Sword General | 7 | Storm Sword |
| 37 | Order | Lance General | 5 | Steel Greatlance |
| 38 | Order | Axe General | 5 | Steel Poleax |
| 39 | Order | Halberdier | 4 | Steel Lance |
| 40 | Order | Halberdier | 4 | Steel Lance |
| 41 | Order | Sword General | 5 | Steel Blade |
| 42 | Order | Axe General | 5 | Steel Poleax |
| 43 | Order | Fire Sage | 5 | Elfir, Coin |
| 44 | Order | Warrior | 5 | Steel Poleax |
| 45 | Order | Swordmaster | 5 | Steel Blade |
| 46 | Order | Warrior | 5 | Steel Poleax |
| 47 | Order | Sniper | 5 | Steel Bow |
| 48 | Order | Wind Sage | 6 | Arcwind |
| 49 | Order | Dragonmaster | 6 | Steel Poleax |
| 50 | Order | Dragonmaster | 6 | Silver Poleax |
| 51 | Order | Dragonmaster | 6 | Steel Poleax |
| 52 | Valtome | Bishop | 14 | Valaura |

FIRE EMBLEM

RADIANT DAWN

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|-------|-----------|----|------------------|
| 53 | Order | Wind Sage | 5 | Blizzard, Elwind |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-------|---------|----|--------------|
| 54 | Order | Warrior | 5 | Steel Poleax |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|---------|----|--------------|
| 55 | Order | Warrior | 5 | Steel Poleax |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------|
| 56 | Order | Axe Paladin | 5 | Steel Poleax |
| 57 | Order | Blade Paladin | 6 | Steel Blade |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------|
| 58 | Order | Sword General | 6 | Killing Edge |
| 59 | Order | Swordmaster | 5 | Steel Blade |
| 60 | Order | Swordmaster | 5 | Storm Sword |
| 61 | Order | Swordmaster | 5 | Wyrmslayer |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------|
| 62 | Order | Bow Paladin | 6 | Steel Bow |
| 63 | Order | Lance Paladin | 5 | Steel Greatlance |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 64 | Order | Halberdier | 6 | Steel Lance |
| 65 | Order | Halberdier | 6 | Steel Greatlance |
| 66 | Order | Halberdier | 6 | Silver Lance |
| 67 | Order | Thunder Sage | 6 | Archthunder |

Enemy Reinforcements: Turn 13

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|--------------|
| 68 | Order | Warrior | 6 | Steel Poleax |
| 69 | Order | Warrior | 6 | Steel Poleax |
| 70 | Order | Halberdier | 6 | Short Spear |
| 71 | Order | Fire Sage | 6 | Elfire |

Before battle, switch units to put Brom, Nephenee, Makalov, and Zihark back into the battle. Units such as Lyre and Kyza are a bit too weak to bring into the conflict at this late stage. Split up, sending the majority of your force, including Tibarn, west to take out enemies and the boss, Valtome. Take a minor force south to take out the Generals blocking the passage. Then send an even smaller party southwest to take on reinforcements and find hidden items, while slower units remain near the starting point to eliminate enemies appearing in the northeast corner.

Turn 1:

Move Tibarn south and take out the nearest General, then fly him back to his starting position.

After Reyson uses Galdr on Tibarn, swoop down and take out another General to the south. Afterward, position Tibarn as far west as he can go.



Move Brom, Lucia, Tauroneo, Ulki, and Zihark west to block the narrow passage between the trees and take out nearby enemies. A few other units can join them.



Take Elinia, Nephenee, and Janaff among others south to eradicate the last General there, and position them to block the passage. Make sure that Nephenee is out front, Janaff and Elinia behind. Janaff can Halfshift to help hold the line.



Turn 2:

The Wind Sage appearing at the beginning of this turn creates a very big problem.

Capable of casting Blizzard anywhere in the west, he makes it difficult for your units to advance. Open his attack range, and move all northern units out of his casting area. Tibarn, however, should start flying toward this unit in order to attack it a few turns from now. Have Tibarn take out any foe blocking the flight path between him and the Wind Sage.



Move the eastern group south only slightly, keep most units except for Nephenee out of the range of units advancing from the southwest.

NOTE

In a second play, Pelleas joins Tibarn's team in Turn 2 if he survived the choice made in Part III.

Turn 3: Fly Tibarn past the armored Generals blocking the southwest passage, and take out the Wind Sage wielding a Blizzard tome.



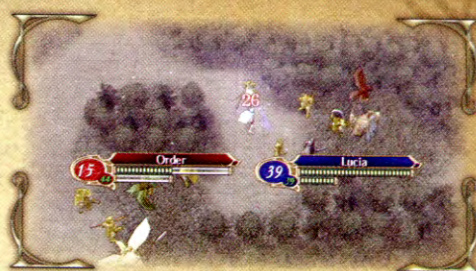
In the east, Elincia, Nephenee, Janaff, and accompanying units can move south to attack enemies that approached last turn. Keep these units positioned to the north, so that more enemies must advance from the southeast next turn. Fly Reyson down to join this group, and give Elincia or Janaff second chances to strike.



With the Blizzard-casting Wind Sage removed, resume moving the north squad west. Position Brom or an equally lucky unit on the space where a Master Crown is buried. Move Tauroneo northeast to prepare for incoming reinforcements near the starting point.

Turn 4: Units to the north, including Tibarn, should take out surrounding enemies.

Equip Lucia with the Wyrmslayer and eliminate one of the Dragonmasters that moved closer last turn.



Move Elincia's group southeast, taking out weakened enemies along the path. Move Nephenee into the range of the Warrior holding a Killer Axe to draw him from his location, so that Elincia may rest there and attempt to find the hidden item next turn. Use Reyson's skills to help Janaff Halfshift back to hawk form, if necessary.

Nephenee into the range of the Warrior holding a Killer Axe to draw him from his location, so that Elincia may rest there and attempt to find the hidden item next turn. Use Reyson's skills to help Janaff Halfshift back to hawk form, if necessary.



Turn 5: Move Tauroneo and another unit northeast to take on the Warrior that appeared near the entrance last turn.



Among the north team, Tibarn and Ulki should kill off any nearby spell casters or Snipers, while Zihark and Lucia fight northwest to draw out the other Dragonmasters.

FIRE EMBLEM

RADIANT DAWN



In the south, team up to defeat the enemies moving in from the west. End Elincia's turn by moving

her to the space where an Arms Scroll is hidden, as marked in this guidebook.

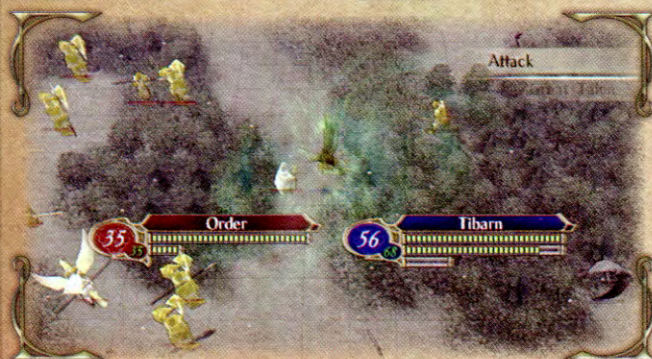
Turn 6: Tauroneo and the unit accompanying him have another enemy to attack in the northeast corner.



Finish off any foes lingering near the buried Master Scroll location in the south. Move Elincia on the item's location. With Reyson's help, have her wait on the spot twice in the hopes of finding the Arms Scroll. Move Nephenee as far west as possible, and start moving other units southeast to contend with incoming reinforcements.



In the northwest corner, Lucia and Zihark should finish off any Dragonmasters or spell casters remaining.



Tibarn and Ulki should start performing raids against foes blocking the north access passage to the boss.



Turn 7: Move the north group southwest toward the boss's area, finishing off stragglers in the northwest corner while moving downward. Ulki should continue attacking enemies blocking access to the boss.



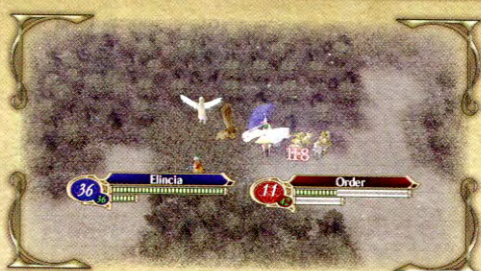
Move Nephenee west and attack the Generals blocking the south passage leading to the boss's area. Fly Tibarn south and give her a hand.

Keep Elincia waiting on the buried treasure location. Use Reyson to give her two cracks at it. Move other units southeast from Elincia's area, staying just out of range of two new units appearing there.

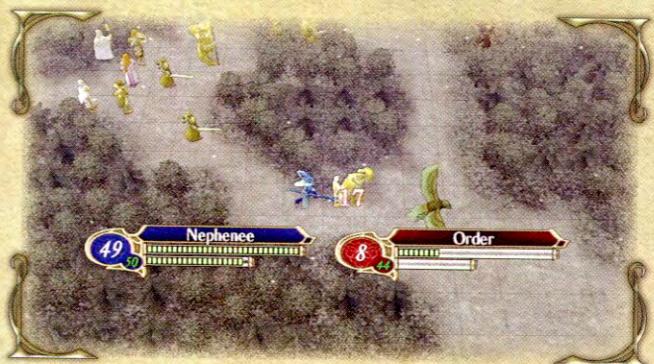


Turn 8: Tauroneo and his accompaniment have a new General to take out in the northeast corner.

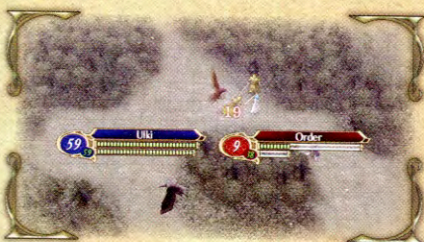
Elincia and her squad must take out advancing horseback units this turn. End Elincia's move by returning her to the buried treasure location.



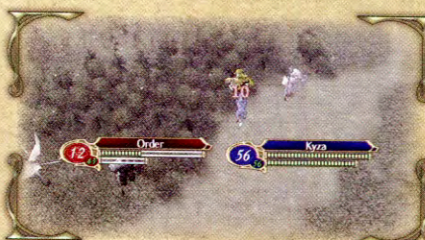
Fly Elincia to the north side of the central forest to help obtain the buried item in the top area. Move Reyson and the other units that were accompanying her southeast to take on reinforcements.



Send Tibarn northwest to help take on new reinforcements in the corner. Nephenee must keep attacking the south General solo.

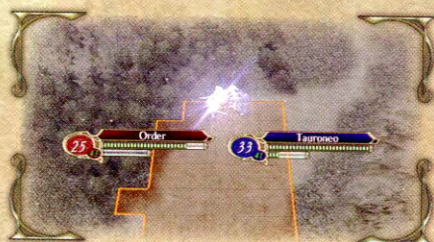


Turn 9: Finish off reinforcements in the northwest corner, and move flying units south toward the boss.



Continue moving Brom, Lucia, and Zihark northeast to fight reinforcements while Elincia waits her turn on the other hidden item location. Tauroneo and his buddy should be able to take out a previously appearing unit.

Continue attacking and killing foes in all other areas, without moving units too much.



Move units in the southeast down to the corner to take on new units appearing next turn.



Turn 10: Fly Ulki and Tibarn in from the north to wipe out enemies surrounding the boss. Position



Tibarn out front at the end of his move. Start moving Lucia and Zihark northeast to provide extra assistance against incoming reinforcements.



Turn 12: Tibarn, Nephenee, and Ulki can work together to take out Valtome and the enemies near his

location. Afterward, trade the Panacea obtained earlier from a Falconknight in the boss's vicinity to any units affected by Valaura's poisoning.

FIRE EMBLEM

RADIANT DAWN



While the units in the southeast corner recharge, move a transformed Reyson northeast to

help take on the large reinforcement squad appearing there.

Turn 13:

Units in the southeast corner must contend with four new reinforcements. Take out what you can this turn and the next.



Wipe out reinforcements in the northeast corner.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 3,000 |
| Victory in 10 Turns or Less | 1,500 |
| Victory in 15 Turns or Less | 750 |
| Maximum Bonus | 4,500 |

Base Preparations: Part IV Chapter 3



Ah! It's the tome of Bolganone!
This is quite rare. Good work, Commander!

Info: Speak to Sigrun so that Sanaki may obtain a Bolganone tome, and talk with Naesala so that Micaiah may obtain the Nosferatu tome.

Items: Ensure that everyone except Laura and Micaiah have Vulneraries to heal themselves, because the desert tends to greatly separate the party and shorten movement ranges. Make sure that units such as Aran, Edward, Leonardo, and Nolan have weapons with plenty of uses. All laguz need Olivi Grass to stay transformed throughout the battle.

Part IV Chapter 3: Distortions

Silence! The lying tongue of a treacherous senator proves nothing!



Crossing Grann Desert on the way to the Tower of Guidance in Begnion, Micaiah's Silver Army encounters more Disciples of Order bent on exterminating those who oppose Ashera's will.



You seek proof? Fine. We shall settle this in the ancient way: in a battle to the death.

New Units

Stefan

Stefan is hiding in the desert, and appears only if Micaiah moves to the spot located on this map. By changing your strategy slightly from what is contained here, and racing Micaiah over to that location with a few bodyguards protecting her, Stefan emerges and can be spoken to on the next turn to recruit him. Armed with the Vague Katti, Stefan is a fearsome unit slayer.



Conditions

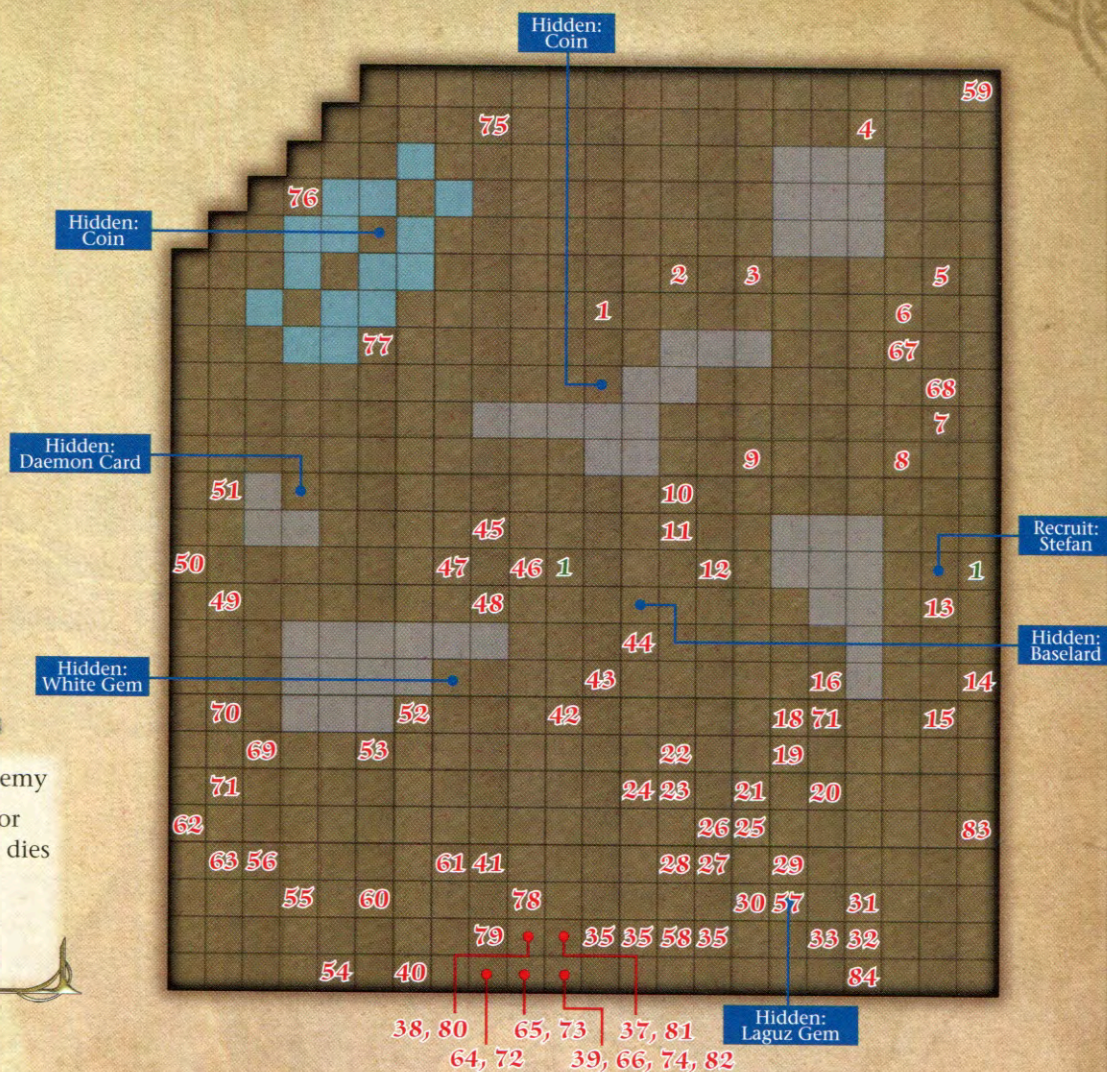
Victory: Rout enemy

Defeat: Micaiah or Sothe dies, Sanaki dies

Player:

Silver Army 15

Enemy: Hand 84



Allied Reinforcements: Special Micaiah Move

| No. | Name | Class | Lv | Items |
|-----|--------|-----------|----|-------------|
| 1 | Stefan | Trueblade | 8 | Vague Katti |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|--------------|
| 1 | Order | Warrior | 7 | Steel Poleax |
| 2 | Order | Warrior | 7 | Steel Poleax |
| 3 | Order | Halberdier | 6 | Short Spear |
| 4 | Order | Dragonmaster | 8 | Steel Poleax |
| 5 | Order | Sniper | 8 | Steel Bow |
| 6 | Order | Sniper | 8 | Steel Bow |
| 7 | Order | Dragonmaster | 7 | Steel Poleax |
| 8 | Order | Dragonmaster | 8 | Steel Poleax |
| 9 | Order | Sniper | 9 | Killer Bow |
| 10 | Order | Warrior | 8 | Steel Axe |
| 11 | Order | Warrior | 8 | Steel Poleax |
| 12 | Order | Warrior | 7 | Bowgun |
| 13 | Order | Sniper | 7 | Steel Bow |
| 14 | Order | Warrior | 8 | Steel Axe |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|----------------------|
| 15 | Order | Warrior | 8 | Steel Axe |
| 16 | Order | Halberdier | 8 | Steel Lance |
| 17 | Order | Halberdier | 9 | Steel Greatlance |
| 18 | Order | Halberdier | 9 | Steel Lance |
| 19 | Order | Sniper | 8 | Steel Bow |
| 20 | Order | Bishop | 8 | Shine, Physic |
| 21 | Order | Halberdier | 10 | Steel Lance |
| 22 | Order | Warrior | 9 | Steel Axe, Vulnerary |
| 23 | Order | Wind Sage | 9 | Arcwind |
| 24 | Order | Warrior | 9 | Steel Axe |
| 25 | Order | Sniper | 10 | Steel Bow |
| 26 | Order | Swordmaster | 9 | Steel Blade |
| 27 | Order | Sniper | 9 | Steel Bow |
| 28 | Order | Halberdier | 9 | Steel Lance |
| 29 | Order | Sword General | 10 | Tempest Blade |
| 30 | Order | Axe General | 10 | Short Axe |
| 31 | Order | Dragonmaster | 8 | Steel Poleax |
| 32 | Order | Dragonmaster | 7 | Steel Poleax |

FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|--------------|----|--------------------------|
| 33 | Order | Dragonmaster | 8 | Steel Poleax |
| 34 | Order | Bishop | 9 | Elsilence |
| 35 | Order | Bishop | 9 | Elsleep |
| 36 | Order | Warrior | 8 | Crossbow |
| 37 | Order | Warrior | 8 | Crossbow |
| 38 | Order | Warrior | 8 | Crossbow |
| 39 | Order | Sniper | 9 | Steel Bow |
| 40 | Order | Dragonmaster | 8 | Steel Poleax |
| 41 | Order | Fire Sage | 9 | Elfir |
| 42 | Order | Swordmaster | 8 | Wind Edge |
| 43 | Order | Swordmaster | 7 | Steel Blade |
| 44 | Order | Swordmaster | 8 | Killing Edge |
| 45 | Order | Halberdier | 7 | Steel Lance |
| 46 | Order | Halberdier | 7 | Steel Greatlance |
| 47 | Order | Halberdier | 6 | Steel Lance |
| 48 | Order | Swordmaster | 7 | Steel Blade |
| 49 | Order | Warrior | 8 | Steel Poleax |
| 50 | Order | Swordmaster | 7 | Steel Sword |
| 51 | Order | Swordmaster | 7 | Steel Sword |
| 52 | Order | Bishop | 8 | Purge, Concoction |
| 53 | Order | Sniper | 8 | Steel Bow |
| 54 | Order | Dragonmaster | 7 | Short Axe |
| 55 | Order | Warrior | 8 | Killer Axe, Vulnerary |
| 56 | Order | Halberdier | 7 | Steel Lance |
| 57 | Numida | Bishop | 14 | Purge, Shine, Elixir |
| 58 | Lekain | Saint | 16 | Rewarp |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|-------|-----------|----|--------|
| 59 | Order | Wind Sage | 7 | Elwind |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|--------------|
| 60 | Order | Dragonmaster | 7 | Steel Poleax |
| 61 | Order | Dragonmaster | 7 | Steel Poleax |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 62 | Order | Warrior | 7 | Crossbow |
| 63 | Order | Swordmaster | 7 | Steel Sword |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 64 | Order | Swordmaster | 8 | Steel Blade |
| 65 | Order | Halberdier | 9 | Steel Lance |
| 66 | Order | Sniper | 8 | Steel Bow |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 67 | Order | Warrior | 8 | Steel Poleax |
| 68 | Order | Swordmaster | 8 | Steel Blade |

Enemy Reinforcements: Turn 10

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 69 | Order | Bishop | 7 | Ellight |
| 70 | Order | Sniper | 9 | Steel Bow |
| 71 | Order | Swordmaster | 9 | Steel Blade |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------|
| 72 | Order | Swordmaster | 8 | Steel Blade |
| 73 | Order | Halberdier | 9 | Steel Lance |
| 74 | Order | Sniper | 8 | Steel Bow |

Enemy Reinforcements: Turn 14

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|--------------|
| 75 | Order | Dragonmaster | 7 | Steel Poleax |
| 76 | Order | Dragonmaster | 7 | Steel Poleax |
| 77 | Order | Dragonmaster | 7 | Steel Poleax |

Enemy Reinforcements: Turn 15

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 78 | Order | Warrior | 8 | Steel Poleax |
| 79 | Order | Swordmaster | 9 | Steel Sword |
| 80 | Order | Swordmaster | 9 | Steel Blade |
| 81 | Order | Halberdier | 9 | Steel Lance |
| 82 | Order | Sniper | 8 | Steel Bow |

Enemy Reinforcements: Turn 16

| No. | Name | Class | Lv | Items |
|-----|-------|-----------|----|---------|
| 83 | Order | Wind Sage | 8 | Arcwind |
| 84 | Order | Fire Sage | 8 | Arcfire |

Other Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|--------------|--------------|----|-------|
| 1 | Black Knight | Black Knight | 20 | * |

* Items available based on inventory at end of Part I.

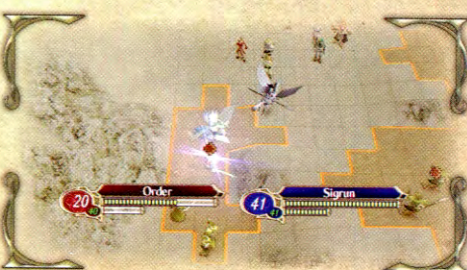
Reposition units so that characters headed east stand to the rear, and those moving south are in the foreground. Movement is severely handicapped in the desert sand. But avoid the temptation to fill your party with flying and mounted units, because the numerous bow-wielders make life hazardous for such heroes. Move a few units east to take out the enemies along the upper ridge, while the bulk of the group begins moving south toward enemies coming in from two paths. After several turns of contending with initial forces and reinforcements warping in, reunite your separated forces in the central area near where the Black Knight appears. From there, drive southeast and defeat Numida and his bodyguards. Above all, avoid proceeding too hastily; take your time with this battle, and use as many turns as needed to clear it, regardless of bonus experience awarded.



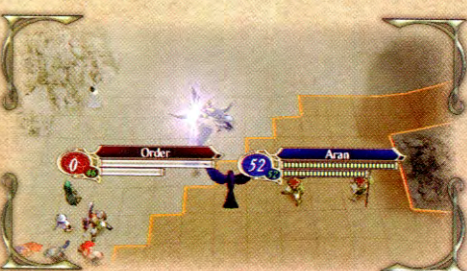
Move Sothe onto the space at the starting point where a Coin can be obtained. Now a Whisper, Sothe obtains the item instantly.

Move Naesala, Nealuchi, and Aran east. Make sure to move Aran into the range of the Dragonmaster in the corner, to draw him out during the enemy phase.

Move Edward, Sigrun, and Tanith southwest to take out close-by enemy units. Move everyone else south, but stay out of the range of surrounding enemies. All laguz units should consume Olivi Grass.



Move Edward, Sigrun, and Tanith southwest to take out close-by enemy units. Move everyone else south, but stay out of the range of surrounding enemies. All laguz units should consume Olivi Grass.

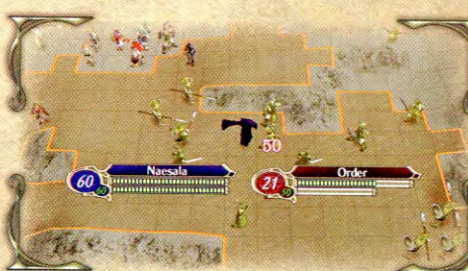


Move Aran and Nealuchi east to attack units approaching from that direction.

Turn 1: Open the ranges of the nearest enemies and, most importantly, open the range of the Bishop equipped with Purge to the south. Keep your weaker units such as Micaiah out of harm's way during the first turn.

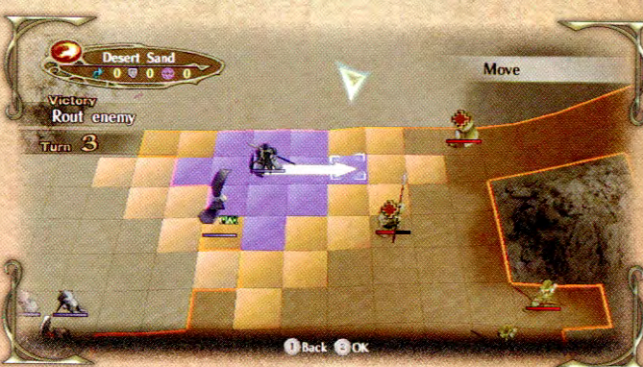


Move Sigrun, Tanith, and Edward southwest to attack enemies approaching up the narrow alley running along the side of the map.



Move Naesala southwest toward the Bishop armed with Purge, taking out an enemy along the way this turn.

Fly Tanith and Sigrun east to attack units approaching up the middle from the southeast. Try to fly them out of range of the Bishop's Purge attack.



Move Aran and Nealuchi east to attack units approaching from that direction.

Turn 3: As the enemies keep inching nearer, use a Restore staff to revive whomever was put to sleep last turn.

FIRE EMBLEM

RADIANT DAWN



Turn 4: If Naesala's health is low after repeated enemy attacks last round, retreat to use an Elixir and wait till next turn. Otherwise, fly south and take out the Bishop totting a Purge tome.

Now that the threat from the south is lessened, celebrate by moving units southeast from the starting position into the central area. It's time to unleash Skrimir, Lethe, and Mordecai. Wake up anyone put to sleep last round with a Restore staff.



Continue moving Aran and Nealuchi east to take out Snipers approaching from that direction.



Turn 5: The Black Knight appears in the center of the battlefield, and attacks in the enemy phase and again at the end of the turn. Move Skrimir, Mordecai, Lethe, Edward, and other power units toward the Black Knight, killing all enemies between you and him so that Micaiah's protector wipes out a foe to the southeast on his turn.



moving him southwest to obtain the Daemon Card hidden atop the small ridge.

Sothe should finally be able to reach the spot where a Dragonfoe skill scroll is buried, and obtain it. Next, start

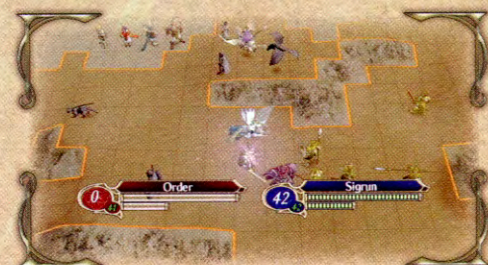
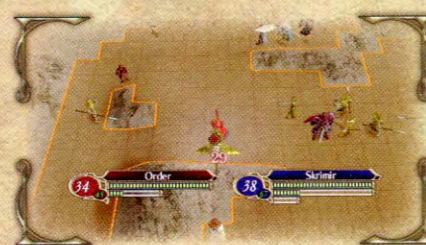


Aran should be able to take out a Sniper. Leave him there to deal with the other during the enemy phase, and move all other units south.

Turn 6: Compare the ranges of the Dragon-masters to the east against Aran's move range. Hopefully, you can move him within their range to draw them to his lance during the next enemy phase.



Move Skrimir, Mordecai, and Lethe south to take out enemies, particularly any flying Dragon-masters that approached last turn.

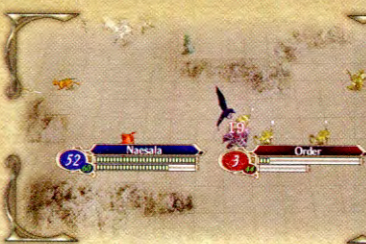


Fly Sigrun and Tanith southeast to help attack enemies ganging up around the Black Knight. It's not that

he needs the help, but they can acquire some EXP before he slays them all next enemy phase.

NOTE

Lekain turns tail and flees at the end of Turn 6, following the arrival of the Black Knight. Numida is now the only boss to contend with.



Turn 7: Fly Naesala southeast toward the Bishop wielding Purge, if you have not already. Kill any foes between Naesala and the

Bishop, especially those crowding the Black Knight. Move Skrimir, Lethe, Mordecai, Sigrun, and Tanith southeast to help clear out units surrounding the Black Knight seemingly to prevent him from moving.

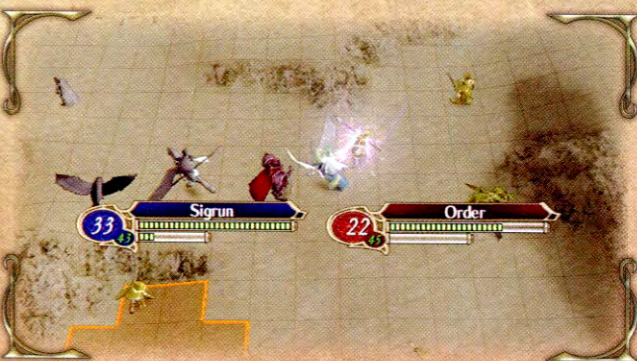
To the east, Aran can take out either of the Dragonmasters that survived their own assault last enemy phase.

Turn 8: Take out that Bishop wielding Purge now or never. Move Naesala back to the top of the nearby ridge at the end of his move.

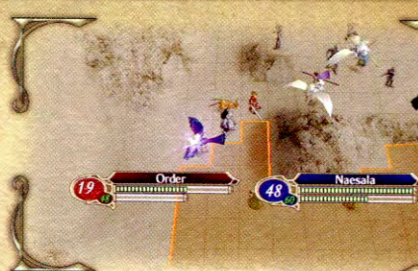


Open the move ranges of all the enemies in the southwest corner, especially the Dragonmasters.

Avoid moving anyone into their range this turn. Instead, move them into the spaces just outside their combined range.



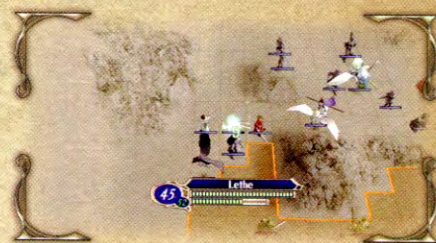
Move all other units southeast, attacking units in the Black Knight's vicinity.



Turn 9: Save your game. Move Naesala west and take out the Crossbow-wielding

Warrior who appeared a few turns ago. If Naesala fails to take out this unit, restart your game. Otherwise, this unit could very well kill someone next enemy phase.

Move all the units in the west alley south and east, attacking units in their path.



After several turns of moving southwest, Sothe should be able to move to the location where



Daemon Card is buried, and obtain it. Move another unit next to Sothe and use trading to lighten Sothe's load. Start moving Sothe southeast to the map's center to obtain the Baselard.



Turn 10: Continue moving units out of the west alley, and attack reinforcements appearing to the south. Move only

tough units like Skrimir, Mordecai, and Lethe within range of the Dragonmasters to the south.

Open the ranges of all enemies to the southeast. Move all your units southwest to the edge of safety created by the combined ranges of all units near the boss.



FIRE EMBLEM

RADIANT DAWN

Turn 11:

Continue attacking enemies at the south end of the west alley. Otherwise, give enemies moving center from the southeast another turn to move in.



Turn 12: Attack units that have moved close to the central ridge. Move units out of the west alley and start moving east.



Regardless of the situation to the east, start moving Aran back toward the starting point to confront enemy reinforcements arriving in Turn 14.



Turn 13:

Wipe out any units remaining in the southwest corner. Continue moving units from the west

southeast. Shorten the enemy group's range by taking out the foes on the fringes to the west.

After several turns of moving, Sothe should be able to obtain the Baseldar from the space that is near-center.

Now start moving him southwest to obtain the White Gem buried at the bottom of the ridge.

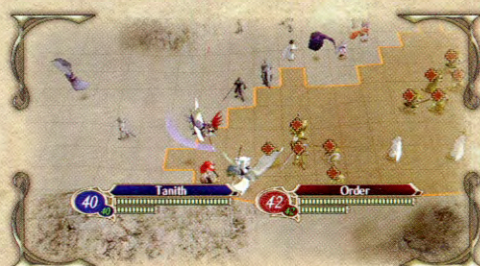


Turn 14:

Aran must confront the three Dragon-masters appearing near the player starting point this turn. Move all other units out of their combined ranges.



Continue chipping away from the west, taking out units on the outer edges. Check the boss's spell casting range, and make sure not to move laguz within his field.



Turn 15:

Five units materialize to the south. Move nearby units down to attack and destroy them.

To the north, Aran must destroy Dragon-master units he weakened last turn.



Turn 16:

Sothe should finally be able to move to the space where a White Gem is hidden, and obtain it. Now start moving Sothe southeast toward Numida's position, where a Laguz Gem is hidden.





Move Naesala into the boss's range, just close enough to cause the hornet's nest surrounding Numida to come after the Raven King during the next enemy phase, rather than any other units. Naesala should have no trouble taking out most of the Dragonmasters and minor units in the southeast before the next turn.

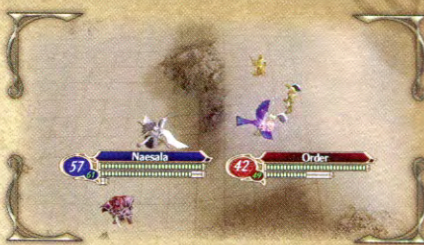


Turn 17: Move all units in to attack the forces surrounding Numida. As for the Bishop himself,

send in Naesala to finish the job, quick and nasty. Start moving Micaiah and another unit toward the high ridge on the map's east side.



Turn 18: Continue clearing the southeast corner of the map, and send some units east to clear out the raised ridge before Micaiah gets there.



Turn 19: Stop destroying enemies in the southeast corner, and retreat all units save for Naesala, Sigrun, and Micaiah, who must keep moving up the east ridge. Leave the two unarmed Bishops until all hidden items are obtained and all secret units are recruited, then kill them.

NOTE

Keep moving Micaiah to the spot where she recruits secret unit Stefan, as marked on the map. Hopefully, she gets there before the Black Knight kills every remaining enemy on the map.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 3,500 |
| Victory in 10 Turns or Less | 1,750 |
| Victory in 15 Turns or Less | 875 |
| Maximum Bonus | 5,250 |

Base Preparations: Part IV Chapter 4



Info: View the Wolves scene to obtain an Elixir from Volug.

Shop: Stock up on Olivi Grass and Chest Keys, so that more units than Heather can open the many chests available in the upcoming stage.

FIRE EMBLEM

RADIANT DAWN

Part IV Chapter 4: Revelations



I ke's company continues south toward the Begnion capital. Caught in a sudden downpour, they seek shelter in what should be the abandoned manse of Duke Tanas, defeated by Ike three years ago. Unfortunately, they find Oliver revived by the Goddess, and thirsty for revenge with a huge contingent of magically enhanced Disciples of Order. Reuniting with Tormod, Muarim, and

Conditions

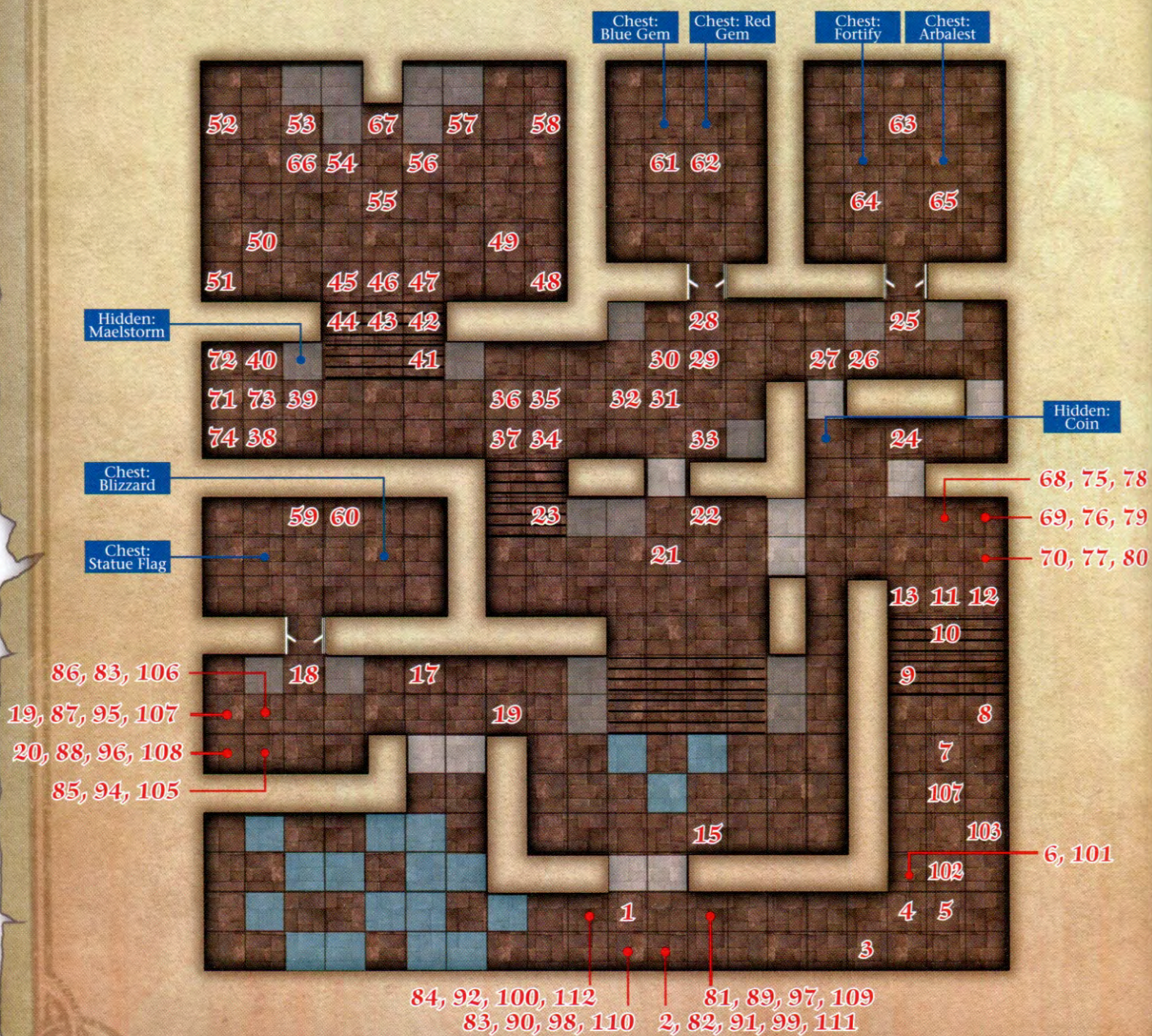
Victory: Rout enemy

Defeat: Ike dies

Player: Greil Army 14

Enemy: Hand 112

Vika, they fight to end Oliver's bird-collecting madness once and for all.



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|------------------------------|
| 1 | Order | Swordmaster | 9 | Steel Blade |
| 2 | Order | Swordmaster | 9 | Steel Blade |
| 3 | Order | Warrior | 8 | Steel Poleax |
| 4 | Order | Warrior | 8 | Steel Poleax |
| 5 | Order | Lance General | 9 | Steel Greatlance |
| 6 | Order | Warrior | 9 | Crossbow |
| 7 | Order | Wind Sage | 8 | Arcwind |
| 8 | Order | Wind Sage | 8 | Arcwind |
| 9 | Order | Thunder Sage | 8 | Arcthunder |
| 10 | Order | Halberdier | 9 | Steel Greatlance |
| 11 | Order | Sword General | 9 | Silver Sword |
| 12 | Order | Halberdier | 9 | Silver Lance |
| 13 | Order | Halberdier | 9 | Steel Greatlance |
| 14 | Order | Warrior | 9 | Steel Poleax |
| 15 | Order | Halberdier | 9 | Short Spear |
| 16 | Order | Sniper | 8 | Steel Bow |
| 17 | Order | Halberdier | 8 | Steel Greatlance |
| 18 | Order | Lance General | 10 | Steel Lance, Door Key |
| 19 | Order | Warrior | 8 | Steel Poleax |
| 20 | Order | Swordmaster | 8 | Steel Blade |
| 21 | Order | Axe General | 9 | Steel Poleax |
| 22 | Order | Swordmaster | 8 | Steel Blade |
| 23 | Order | Warrior | 8 | Steel Poleax |
| 24 | Order | Fire Sage | 9 | Arcfire |
| 25 | Order | Sword General | 11 | Steel Blade |
| 26 | Order | Sniper | 9 | Steel Bow |
| 27 | Order | Sniper | 9 | Steel Longbow |
| 28 | Order | Axe General | 11 | Short Axe |
| 29 | Order | Wind Sage | 9 | Arcwind |
| 30 | Order | Swordmaster | 9 | Steel Blade |
| 31 | Order | Sniper | 9 | Steel Bow |
| 32 | Order | Halberdier | 9 | Steel Greatlance |
| 33 | Order | Swordmaster | 9 | Steel Blade |
| 34 | Order | Lance General | 11 | Killer Lance |
| 35 | Order | Swordmaster | 9 | Steel Blade |
| 36 | Order | Halberdier | 9 | Steel Greatlance |
| 37 | Order | Axe General | 11 | Hammer |
| 38 | Order | Swordmaster | 9 | Steel Sword |
| 39 | Order | Warrior | 9 | Steel Poleax |
| 40 | Order | Swordmaster | 9 | Tempest Blade |
| 41 | Order | Sniper | 9 | Steel Bow |
| 42 | Order | Swordmaster | 9 | Steel Blade |
| 43 | Order | Warrior | 9 | Taksh |
| 44 | Order | Swordmaster | 9 | Steel Blade |
| 45 | Order | Axe General | 12 | Silver Poleax |
| 46 | Order | Sword General | 12 | Silver Blade |
| 47 | Order | Lance General | 12 | Silver Greatlance |
| 48 | Order | Halberdier | 10 | Steel Greatlance |
| 49 | Order | Swordmaster | 10 | Steel Blade |
| 50 | Order | Swordmaster | 10 | Silver Blade |
| 51 | Order | Halberdier | 10 | Steel Greatlance |
| 52 | Order | Bishop | 11 | Shine |
| 53 | Order | Bishop | 11 | Physic, Unlock |
| 54 | Order | Sword General | 13 | Silver Sword |
| 55 | Order | Lance General | 13 | Spear |
| 56 | Order | Axe General | 13 | Silver Axe |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|--------------|----|--------------------------------|
| 57 | Order | Bishop | 11 | Physic |
| 58 | Order | Bishop | 10 | Shine, Sleep |
| 59 | Order | Halberdier | 9 | Steel Greatlance |
| 60 | Order | Warrior | 9 | Steel Poleax, Chest Key |
| 61 | Order | Thunder Sage | 10 | Arcwind |
| 62 | Order | Thunder Sage | 10 | Arcwind |
| 63 | Order | Swordmaster | 10 | Silver Sword |
| 64 | Order | Warrior | 10 | Steel Poleax |
| 65 | Order | Warrior | 10 | Steel Poleax |
| 66 | Hetzel | Saint | 14 | Heal |
| 67 | Oliver | Saint | 8 | Nosferatu, Silence |

Enemy Reinforcements: Turn 5

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 68 | Order | Warrior | 10 | Steel Poleax |
| 69 | Order | Sniper | 10 | Silver Bow |
| 70 | Order | Swordmaster | 10 | Steel Blade |

Enemy Reinforcements: Turn 7

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|--------------|
| 71 | Order | Warrior | 10 | Steel Poleax |
| 72 | Order | Fire Sage | 10 | Arcfire |
| 73 | Order | Warrior | 10 | Steel Poleax |
| 74 | Order | Halberdier | 10 | Spear |

Enemy Reinforcements: Turn 8

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 75 | Order | Warrior | 10 | Steel Poleax |
| 76 | Order | Sniper | 10 | Silver Bow |
| 77 | Order | Swordmaster | 10 | Steel Blade |

Enemy Reinforcements: Turn 9

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 78 | Order | Warrior | 10 | Steel Poleax |
| 79 | Order | Sniper | 10 | Silver Bow |
| 80 | Order | Swordmaster | 10 | Steel Blade |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 81 | Order | Warrior | 9 | Crossbow |
| 82 | Order | Swordmaster | 9 | Steel Blade |
| 83 | Order | Swordmaster | 9 | Steel Blade |
| 84 | Order | Warrior | 9 | Steel Poleax |

Enemy Reinforcements: Turn 12

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|------------------|
| 85 | Order | Halberdier | 9 | Steel Greatlance |
| 86 | Order | Halberdier | 9 | Steel Greatlance |
| 87 | Order | Sniper | 9 | Steel Bow |
| 88 | Order | Sniper | 9 | Steel Bow |
| 89 | Order | Warrior | 9 | Crossbow |
| 90 | Order | Swordmaster | 9 | Steel Blade |
| 91 | Order | Swordmaster | 9 | Steel Blade |
| 92 | Order | Warrior | 9 | Steel Poleax |

FIRE EMBLEM

RADIANT DAWN

Enemy Reinforcements: Turn 14

| No. | Name | Class | Lv | Items |
|-----|-------|--------------|----|------------------|
| 93 | Order | Halberdier | 9 | Steel Greatlance |
| 94 | Order | Halberdier | 9 | Steel Greatlance |
| 95 | Order | Sniper | 9 | Steel Bow |
| 96 | Order | Sniper | 9 | Steel Bow |
| 97 | Order | Warrior | 9 | Crossbow |
| 98 | Order | Swordmaster | 9 | Steel Blade |
| 99 | Order | Swordmaster | 9 | Steel Blade |
| 100 | Order | Warrior | 9 | Steel Poleax |
| 101 | Order | Fire Sage | 9 | Arcfire |
| 102 | Order | Fire Sage | 9 | Meteor |
| 103 | Order | Wind Sage | 9 | Arcwind |
| 104 | Order | Thunder Sage | 9 | Arcthunder |

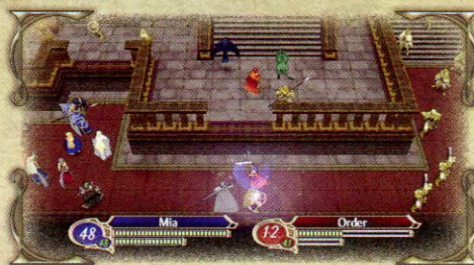
Enemy Reinforcements: Turn 15

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|------------------|
| 105 | Order | Halberdier | 9 | Steel Greatlance |
| 106 | Order | Halberdier | 9 | Steel Greatlance |
| 107 | Order | Sniper | 9 | Steel Bow |
| 108 | Order | Sniper | 9 | Steel Bow |
| 109 | Order | Warrior | 9 | Crossbow |
| 110 | Order | Swordmaster | 9 | Steel Blade |
| 111 | Order | Swordmaster | 9 | Steel Blade |
| 112 | Order | Warrior | 9 | Steel Poleax |

The objective is to take the stage level by level, moving as fast as possible, attempting to wipe out existing enemies before too many turns elapse and huge numbers of reinforcements appear in the south area. Mounted units have too much trouble navigating this stage due to the many ledges and movement penalties, so that means taking Mist, Titania, and Oscar out of the lineup. Include Jill or Haar instead, depending on who reached the third tier.

To clear the stage quickly, ignore the rooms with treasure chests and push all your units straight up the main stairs. Guide a second team up the ledges to the far right, and surround enemies on the upper levels from two sides. Then proceed up to the boss. Obtaining the items means splitting your force into smaller teams at various points, and requires a greater number of turns while forward units wait for treasure seekers to catch up. This is the strategy included in this guide.

Oliver can be defeated like a normal boss. However, if you move Rafiel in range and make the heron speak to Oliver, he can be recruited and become a playable character!



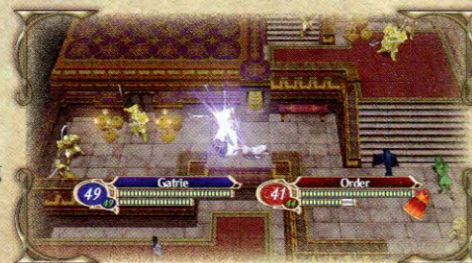
Turn 1:
Move Ike and Mia east to take out the enemies below the south ledge. Place Boyd under the

ledge beside Mia, to prevent enemies from dropping down from above, and place Haar next to Boyd. Move in Rafiel and give Ike and Haar a second move this turn. Move Shinon east to support Ike and Haar.

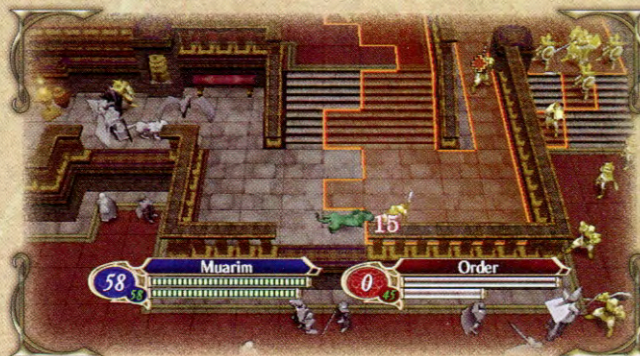
On their second move, take Ike and Haar further west to attack the Warriors positioned at the corner. Place Ike and Haar so they block the passage.



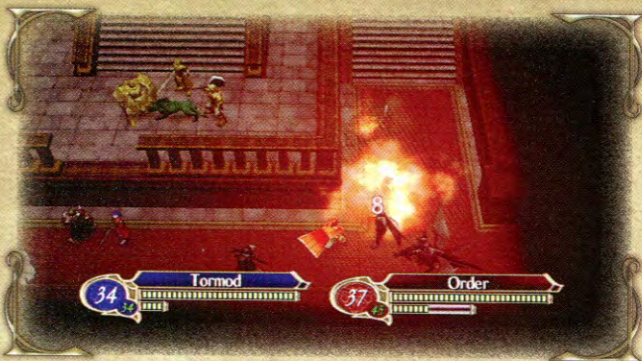
Meanwhile, move Gatrie and Nailah onto the ledge north of the starting position and attack the units



surrounding the landing. Position Heather and Soren at the bottom of the ledge, ready to climb up next turn when the area is more clear.



Split up the three returning units. Let Muarim kill the poor guy Tormod wounded. Take Tormod down to Ike's level, but keep him away from the fighting this turn. Fly Vika west to aid the group attempting to break into the lower treasure room.



Turn 2: Move Ike and Haar down to the corner to take out remaining foes, or to heal if necessary. Tormod and Shinon should follow up with indirect attacks. Keep Rafiel with this group, and give them extra moves to clear out the southeast.

Mia and Boyd can now climb onto the central platform and help Muarim take out the foes surrounding him.

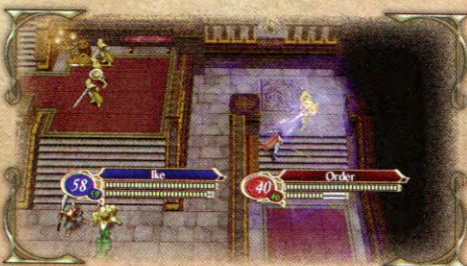


After Gatrie takes out units blocking the way, move Nailah through him and attack the General blocking the south door. Heather, Soren, and Vika can help take out any weakened units.



CAUTION

No matter what happened in Part I, Vika proves so weak here that she should probably sit out the rest of the fight. Have her revert, and keep her out of enemy ranges.



Turn 3: With the southeast corner clear, move Ike as far north as he can go, and take out the General atop the stairs. Move all other units north, but keep them out of range of the Fire Sage standing atop the ledge. This way, he hops down to attack Ike on his turn, and Ike wipes him out.

Move Mia and Boyd up the stairs to attack foes advancing from the upper levels. Leave Muarim near the



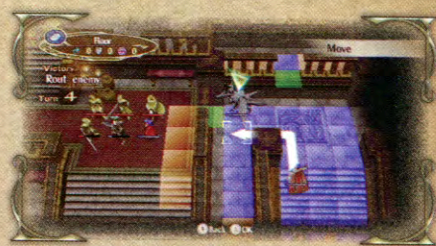
south rail and let him take out any remaining enemies, so that he can revert without consequences next turn. Rhys can climb the ledge and heal Muarim, but make sure to keep him out of any enemy's range. Move Rafiel to the bottom of the south ledge.



Finish off the General blocking the southwest door. Move Heather in to open the door, and then move Gatrie into the

doorway to act as a shield against the two foes inside the room during the enemy phase.

Turn 4: Position Ike's group at the bottom of the east ledge, near Mia and Boyd's location. This should take some of the



heat off Boyd and Mia during the enemy phase. Boyd and Mia should attack or heal this turn, as necessary. Move all units south—including Rhys, Vika, Rafiel, and Muarim—out of enemy ranges.



In the treasure room, Gatrie and Nailah can take out the bad guys, while Heather sneaks in and opens the chest on the right to obtain a Blizzard tome. Move Soren beside Heather and use trading to take the tome from her.

FIRE EMBLEM

RADIANT DAWN

Turn 5:

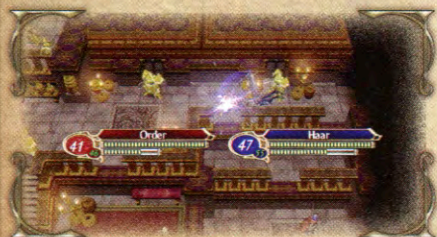
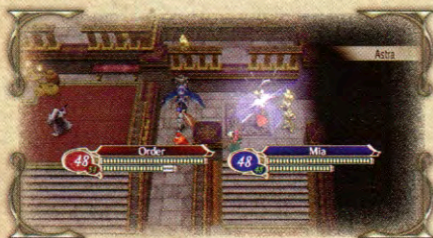
Open the second chest in the southwest room to obtain a Statue Frag. Move everyone else as far out of the room as they can go, headed east.



Move Tormod up to Mia and Boyd's level, and help them take out all melee fighters on this floor. Leave any mages alone, because their attacks are easy to dodge by this point.



Ike, Shinon, and Haar must besiege the reinforcements who appeared at the top of the stairs.



Tormod should climb the ledge of the central mid-level and join the others.



Open the ranges of any Snipers remaining in the upper northeast corner. Move all other units up the wide stairs to the mid-level, staying out of the Snipers' range. Move Nailah, Rhys, and any other units that cannot make it up the stairs to a spot Rafael can reach. Then move Rafael into the middle space and use Galdre to reactivate them all.

Move Mia and Nailah east to join Ike's group at the bottom of the east ledges, in preparation for reinforcements next turn.



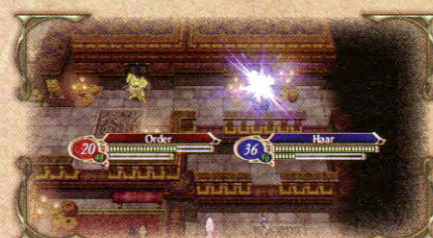
Position a fully healed and transformed Muarim as well as Boyd on the bottom two spaces of

stairs leading to the upper level. Enemies move down to attack them next turn. Position Rhys near the railing below the stairs, ready with a Restore staff.

Turn 7: Boyd or Muarim may have been put to sleep by Bishops on the upper level last turn. Move in Rhys and use a Restore staff to remove the status. Then move another unit south of Rhys, and rescue him to keep him away from Snipers. Then Boyd and Muarim can attack foes on the stairs.



Using their long-range attacks, Blizzard and Meteor, Soren and Tormod can attack foes in the crowd gathering at the top of the stairs.



Above, Haar should attack the General blocking the door to the east treasure room, and then fly away to safety. Over the next several turns, Haar should take out the General, break into the northeast room, and take out the three enemies inside, pausing to use Vulneraries when necessary.

Turn 8: Ike's team has new reinforcements to take out in the east. Kill as many as possible, because more are on the way next turn.



Repeat what you did last turn in the center area. Drop Rhys, then use Galdr so that he may use the Restore staff on whomever is dozing this turn. Rescue Rhys again.



Turn 9: Wipe out the reinforcements appearing near Ike's team, so that some of these units may start moving south to

prepare for reinforcements appearing there two turns from now.

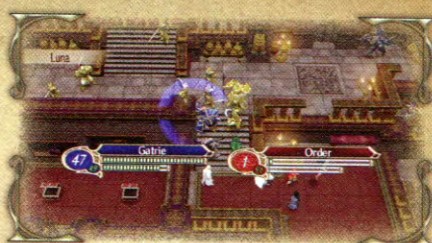
Move Heather down to where Ike's team is, so that she may start climb the ledges up to the treasure rooms on the upper levels next turn.



Turn 10: Move Ike's team toward the top of the south ledge. Move Mia alone down the east alley toward the southeast corner.



Take Nailah as far to the west as she can go, toward the southwest treasure room. Vika, Soren, and Tormod should move south as well. Move Rafael down the stairs and use Vigor to help move this team into place. Move him back upstairs next turn.



Cure sleep on the stairs as usual. The good news is that the Bishop on the upper level should have broken his Sleep staff, by now. Move Boyd downstairs and east, toward the single-space gap in the rail to the right. Replace him on the stairs with Gatrie. Hold the line until the reinforcements appearing to the south are wiped out.



While Heather slips into the northeast treasure room to start plundering an Arbalest and a Fortify staff, Haar should move two spaces to the right of the General blocking the room next door, and use an indirect attack.

Turn 11: The southern reinforcements have arrived. Shinon, Soren, and Tormod should attack through the railing, while Ike and Boyd attack from the gaps in the ledge indirectly.



Try to position Mia where the reinforcements are set to arrive in Turn 14, so that she can easily take out a troublesome mage.

Haar can break into the last treasure room, and take out the two mages inside in the enemy phase.



FIRE EMBLEM RADIANT DAWN

Move Boyd up the ledge and west, to help attack the thinning numbers at the top of the stairs.

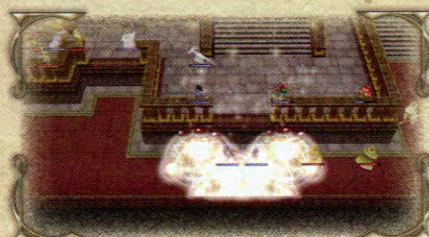


Turn 12:

Allow the reinforcements to pool up beneath the south ledge. Kill as many as you can reach from the high ground.



Turn 15: Nailah must kill any unit that might have materialized behind her.



The last of the reinforcements have appeared beneath the south ledge. Ike and Shinon can drop from the ledge to take out foes if

needed, while Tormod and Soren continue to cast spells from above. Take out any mages remaining to the east.



Move Nailah alone west to intercept the reinforcements in front of the south treasure room. Even if she can only block

the passage between the candelabra and the rail, the reinforcements become useless.



Upstairs, Haar should be through with the treasure rooms by now. Fly him west to help Boyd, Gatrie, and Muarim

mop up the last units on the level. Heather can obtain Blue and Red Gems from the two chests in the last treasure room.

Turn 13:

Repeat what happened last turn. Move Nailah farther into the area below the southwest treasure room, if possible, but leave her blocking the exit.



Turn 16:

Nailah probably needs to stay in the southwest corner for the rest of the battle. Start moving everyone else back up to the mid-level.



Turn 14:

Mia should be in position to kill a Fire Sage wielding a Meteor tome. She probably takes out the other mages

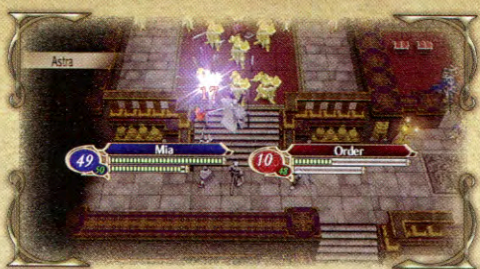
in the enemy phase. Otherwise, everyone just needs to hold their ground on this crucial turn.

The path to the upper level should be clear. Start moving Boyd, Gatrie, and Muarim toward the stairs up to Oliver's area, but do not attack. Instead, use healing items or Olivi Grass.



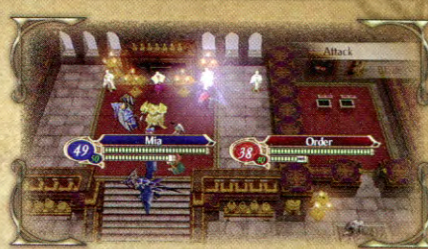
Turn 17:

Wipe out any units that came down from Oliver's platform, and start attacking the Generals at the top of the stairs. Continue moving the south units northwest, except for Nailah.



Turn 19:

Spread out in Oliver's area, and attack all the Bishops this round. Lastly, use units such as Gatrie, Muarim, and Ike to attack the Generals blocking Oliver.



Turn 20: Either recruit Oliver or defeat him. To recruit him, move Rafael next to him and talk so the two can sort out their animosities.



Otherwise, Oliver is easy enough to defeat. Spend the rest of the turn taking out any other foes.

Turn 18: Take out the Generals blocking the stairs while southern units finally start arriving at the north. Move Heather to the space beside the stairs where a Maelstrom skill scroll is hidden.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 4,000 |
| Victory in 10 Turns or Less | 2,000 |
| Victory in 15 Turns or Less | 1,500 |
| Maximum Bonus | 6,000 |

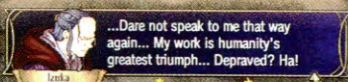
Base Preparations: Part IV Chapter 5



Info: A conversation among the hawks yields a Shriek skill scroll. Another conversation with Calill's daughter changes depending on whether Calill is in Tibarn's army, and whether she is alive or dead. In a second play, a conversation with Pelleas yields the awesome Fenrir tome.

Shop: Buy Bastian a staff so he can be of some use. Also give him the Rexcalibur tome, if available.

Part IV Chapter 5: Unforgivable Sin



Drawing closer to the Begnion capital, Tibarn's group encounters Crimea's chief diplomat, Bastian, traveling with the Assassin Volke and two strange captives. Unfortunately, one of the captives escapes during the night. It is none other than the Daein traitor, Izuka. Using his cruel methods to render laguz permanently feral, he madly creates an army in the middle of a swamp. Tibarn and Elincia feel immediately compelled to put a stop to Izuka's insanity.

FIRE EMBLEM

RADIANT DAWN

New Units

Bastian

Bastian best serves in this battle if he has a healing staff of some kind. Otherwise, equip him with Rexcalibur and wipe out any Feral One that comes within range. Bastian cannot take many hits, so avoid exposing him to all forms of attack.



Volke

The final Greil's Mercenaries veteran returns to the scene. Volke appears on the green team, and does nothing unless recruited. Have Elincia or Bastian speak to him, and agree to pay 3,000 gold to hire him for the battle. Volke can be extremely useful in this and all subsequent battles.



Conditions

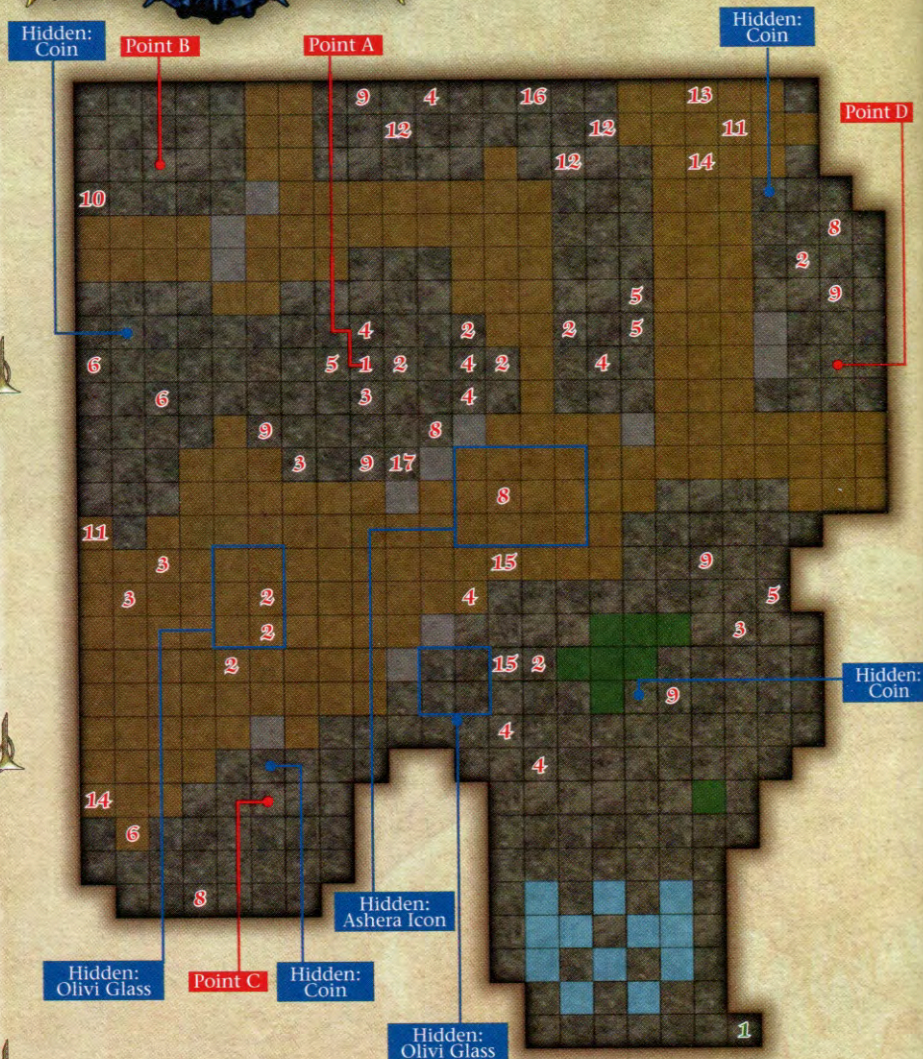
Victory: Defeat boss

Defeat: Tibarn dies, Elincia dies

Player: Hawk Army 12

Other: Independent 1

Enemy: Fugitive (unlimited)



NOTE

Izuka can summoning four new laguz to the battlefield each turn. He summons four times at Point A, four times at Point B, four times at Point C, and four times at Point D, before warping back to Point A. He keeps warping until his Rewarp staff wears out, at which point he just keeps summoning four every turn. Therefore, enemy numbers are infinite.

| Enemy Units (Normal Mode) | | | | |
|---------------------------|------------|------------|----|-------------------|
| No. | Name | Class | Lv | Items |
| 1 | Feral Ones | Red Dragon | 18 | Breath |
| 2 | Feral Ones | Raven | 22 | Beak |
| 3 | Feral Ones | Raven | 21 | Beak |
| 4 | Feral Ones | Cat | 21 | Claw |
| 5 | Feral Ones | Tiger | 21 | Fang |
| 6 | Feral Ones | Hawk | 22 | Talon |
| 7 | Feral Ones | Tiger | 22 | Fang |
| 8 | Feral Ones | Hawk | 23 | Talon |
| 9 | Feral Ones | Cat | 20 | Claw |
| 10 | Feral Ones | Cat | 22 | Claw |
| 11 | Feral Ones | Tiger | 20 | Fang |
| 12 | Feral Ones | Hawk | 21 | Talon |
| 13 | Feral Ones | Tiger | 23 | Fang |
| 14 | Feral Ones | Red Dragon | 16 | Breath |
| 15 | Feral Ones | Red Dragon | 19 | Breath |
| 16 | Izuka | Summoner | 13 | Balberith, Rewarp |

| Other Units | | | | |
|-------------|-------|----------|----|----------------------------------|
| No. | Name | Class | Lv | Items |
| 1 | Volke | Assassin | 13 | Peshkatz, Stiletto, Silver Knife |

Insert new and fast-moving units such as Bastian and Geoffrey into the lineup, and keep powerhouses such as Zihark, Lucia, Brom, Nephenee, Tauroneo, etc. One other hawk unit, such as Janaff, can help. This battle

is all about the defense. Form a protective barrier just north of the starting point to keep all Feral Ones at bay. Meanwhile, send Tibarn straight at Izuka. The battle should be over shortly.



Turn 1: Move all units north and form diagonal lines to the east and west, blocking the three gaps between

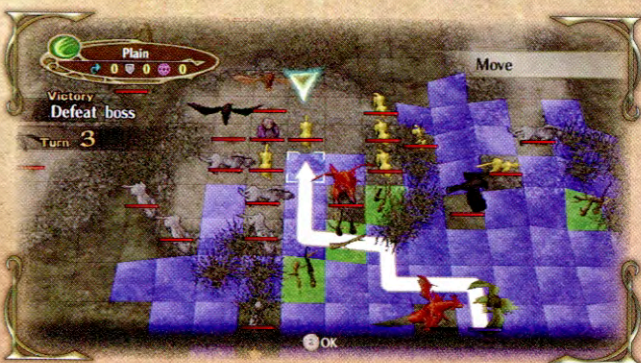
the trees, attacking all laguz in range. Move Tibarn first, taking him as far northwest as possible and killing the closest cat. Move your other hawk northwest as well.

TIP

Remember to have Bastian speak to Volke this turn, and recruit him for 3,000 gold, if your coffers provide. Your money is returned to you soon, with interest!

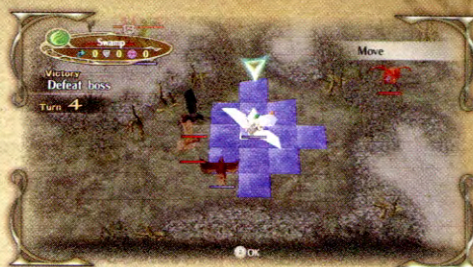
Turn 2: Take out any nearby laguz that failed to die during the enemy phase. Otherwise, hold your formation.

Move your hawks northwest toward Izuka, attacking anything at the end of their range.

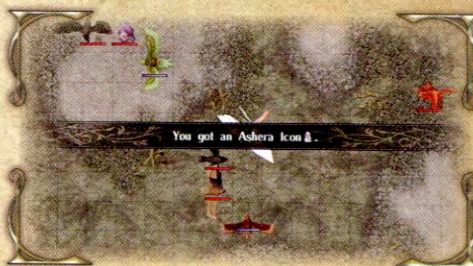


Turn 3: After attacking any unit headed southeast, move Tibarn adjacent to Izuka and amid his surrounding units. He takes out scores of Feral Ones during the enemy phase, plus the ones Izuka summons.

Start moving Elincia toward the nine-square area where a Ashera Icon is obtained. With any luck she finds it immediately, because the battle is almost over!



Turn 4: Give Elincia another chance to find the Ashera Icon if you failed to unearth it last turn. Perhaps try waiting on another spot.



The area around Izuka is clear. Eliminate him before he warps to another point on the map!

CAUTION

The other way to play this map is to trudge slowly through the swamp, trying to obtain hidden Coins and Olivi Grass in the locations marked on the map above. But unless you are really dedicated to forging, is it worth it?

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 5,000 |
| Victory in 10 Turns or Less | 2,500 |
| Victory in 15 Turns or Less | 1,250 |
| Maximum Bonus | 7,500 |

FIRE EMBLEM

RADIANT DAWN

Base Preparations: Part IV Endgame



We'll send in our best 11. Oh, and we'll want the two dragons! ...And one from the heron tribe...

This time at base is perhaps the most crucial in the game. We recommend saving right now

in a separate file, in case choices made impact the difficulty of completing the game. Shortly, you must pick 10 units and later a heron, in addition to required units Ike, Micaiah, Sothe, Sanaki, Kurthnaga, and Ena. Luckily, Micaiah automatically changes class to the third tier right before you have to choose. For your other units we strongly recommend taking all the royals, plus the following:

- Cainegehis
- Giffca
- Naesala
- Nailah
- Skrimir
- Tibarn
- The better of Aran or Nephenee
- The better of Laura or Rhys
- The better of Jill, Marcia, or Haar
- The better of Leonardo or Shinon
- Rafiel

Prepare the above units by stripping items and skills from units not in use anymore.



It's called Urvan, if I remember correctly, I borrowed it from your father's grave.

Info: Conversations available depend on previous choices made. If Elinclia, Lucia,

Geoffrey, and Bastian are all alive, then Elinclia's father Renning now becomes a playable unit.

Cainegehis hands over the Urvan axe, while Volke contributes 20,000 gold to your campaign, provided he is alive and a party member. Other conversation availability depends on whether Pelleas survived Part III, and whether Stefan was recruited in the previous desert battle.

Shop: The Bargain screen has items for sale such as Wyrmslayer, Peshkatz, Verrine, as well as plenty of Arms Scrolls, Shine Barriers, and Laguz Stones. After deciding on your final party, purchase Arms Scrolls for anyone whose Weapon Level of choice is below SS. Finalize purchases by buying two fresh weapons for any of the final units that need them. We recommend stocking at least four Physic staves, so purchase what you need. Give Physics to your two healers, Micaiah and Rhys.



Items: Give Satori Signs to laguz units that are just under level 30, such as Skrimir. Make sure that



Giffca and Skrimir have Laguz Gems to keep them transformed all battle long, throughout the last five battles. Pass out unused Elixirs, Concoctions, and Olivi Grass to everyone.

Manage: After awarding bonus experience to your final unit choices, remove the Nihil skill from units not in use, such as Nolan and Calill. Assign Nihil to three key units: Ike (who already has it), Cainegehis, and Tibarn. Be certain to equip other units with useful skills such as Adept, Cancel, Celerity, Corrosion, Dragonfoe, Maelstrom, Vantage, Wrath, and more.

Part IV Endgame: Rebirth (1)

New Units

Renning

Lord Renning is an extremely powerful mounted unit. Purchase him some better weapons before leaving base, and he can be even more useful than Titania.



Kurthnaga

Through the first several battles, it may seem that Kurthnaga is a deadweight unit. However, he shines in the third battle against dragons, where he cannot be harmed by any foe.



Ena

Ena too will appear to be deadweight at first. But she also is invulnerable during the key third battle, because no dragon will attack or counterattack her.



Caineghis

We hardly need to give tips regarding the King of Beasts. Caineghis is a unit-destroyer, especially if equipped with the Dragonfoe and Nihil abilities.



Giffca

As dead as Caineghis without the royal Formshift power, Giffca is also a strong unit capable of wiping out several enemies per turn. Give him Laguz Gems to keep him transformed for entire battles, making him as useful as Caineghis.



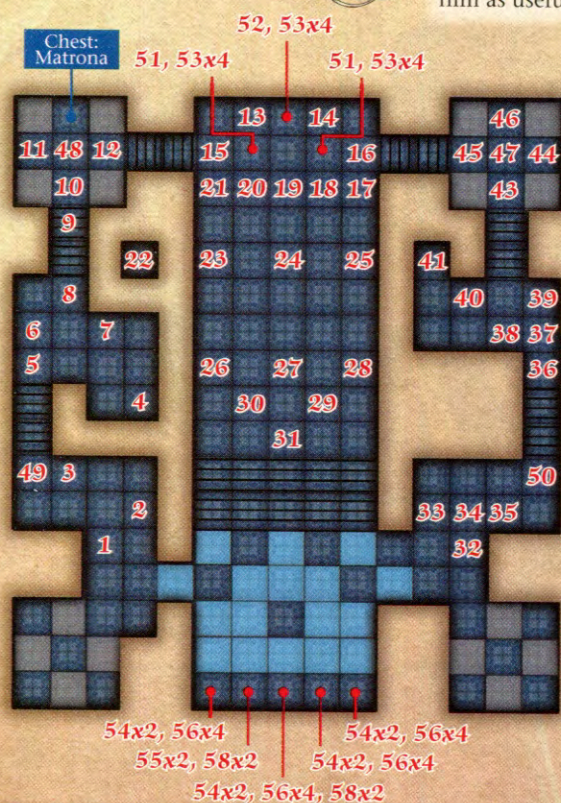
Conditions

Victory: Rout enemy

Defeat: Ike dies, Micaiah dies

Player: Chosen One 17

Enemy: Tower Guard



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------------------------|
| 5 | Order | Sword General | 14 | Storm Sword |
| 6 | Order | Bishop | 11 | Physic, Panacea |
| 7 | Order | Wind Sage | 11 | Arcwind |
| 8 | Order | Wind Sage | 12 | Arcwind |
| 9 | Order | Thunder Sage | 13 | Thoron |
| 10 | Order | Axe General | 13 | Silver Axe, Concoction |
| 11 | Order | Axe General | 13 | Tomahawk |
| 12 | Order | Axe General | 14 | Silver Poleax |
| 13 | Order | Bishop | 12 | Shine |
| 14 | Order | Bishop | 12 | Sleep |
| 15 | Order | Lance General | 12 | Silver Greatlance |
| 16 | Order | Lance General | 13 | Silver Greatlance |
| 17 | Order | Fire Sage | 11 | Arcfire |
| 18 | Order | Lance General | 12 | Silver Lance |
| 19 | Order | Lance General | 12 | Silver Lance |
| 20 | Order | Lance General | 13 | Silver Lance |
| 21 | Order | Fire Sage | 11 | Arcfire |
| 22 | Order | Wind Sage | 12 | Blizzard, Arcwind |
| 23 | Order | Axe General | 12 | Silver Poleax |
| 24 | Order | Sword General | 12 | Storm Sword |
| 25 | Order | Axe General | 12 | Silver Poleax |
| 26 | Order | Sword General | 12 | Silver Blade |
| 27 | Order | Axe General | 12 | Silver Axe |
| 28 | Order | Sword General | 12 | Silver Blade |
| 29 | Order | Sword General | 12 | Silver Sword |
| 30 | Order | Sword General | 12 | Silver Sword |
| 31 | Order | Sword General | 12 | Silver Sword |
| 32 | Order | Axe General | 12 | Silver Axe |
| 33 | Order | Axe General | 12 | Silver Axe |

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------------|
| 1 | Order | Lance General | 12 | Silver Lance |
| 2 | Order | Lance General | 12 | Silver Lance |
| 3 | Order | Lance General | 12 | Silver Greatlance |
| 4 | Order | Sniper | 12 | Double Bow |

FIRE EMBLEM

RADIANT DAWN

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------|---------------|----|---------------------------|
| 34 | Order | Axe General | 12 | Silver Axe |
| 35 | Order | Axe General | 12 | Silver Poleax |
| 36 | Order | Lance General | 14 | Short Spear |
| 37 | Order | Sniper | 12 | Silver Bow |
| 38 | Order | Thunder Sage | 11 | Arcthunder |
| 39 | Order | Bishop | 11 | Physic |
| 40 | Order | Thunder Sage | 11 | Arcthunder |
| 41 | Order | Thunder Sage | 12 | Bolting, Concoction |
| 42 | Order | Fire Sage | 13 | Bolganone, Panacea |
| 43 | Order | Sword General | 14 | Silver Sword |
| 44 | Order | Axe General | 14 | Tomahawk |
| 45 | Order | Sword General | 14 | Silver Blade |
| 46 | Order | Sword General | 13 | Tempest Blade |
| 47 | Hetzel | Saint | 14 | Silence, Sleep |
| 48 | Lekain | Saint | 16 | Rexaura , Rewarp |

Enemy Reinforcements: Turn 2

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|-------------|
| 49 | Order | Axe General | 13 | Brave Axe |
| 50 | Order | Sword General | 13 | Brave Sword |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|-------|--------|----|-------|
| 51 | Order | Bishop | 12 | Shine |
| 52 | Order | Bishop | 11 | Shine |

Enemy Reinforcements: Turns 4, 5, 7, 10

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|------------|
| 53 | Order | Axe General | 12 | Silver Axe |

Enemy Reinforcements: Turns 6, 9

| No. | Name | Class | Lv | Items |
|-----|-------|--------|----|-------|
| 54 | Order | Bishop | 11 | Shine |
| 55 | Order | Bishop | 12 | Shine |

Enemy Reinforcements: Turns 8, 11, 13, 15

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|------------|
| 56 | Order | Axe General | 12 | Silver Axe |
| 57 | Order | Axe General | 13 | Silver Axe |

Enemy Reinforcements: Turns 12, 14

| No. | Name | Class | Lv | Items |
|-----|-------|---------------|----|--------------|
| 58 | Order | Sword General | 12 | Silver Sword |

Build a defensive wall at the bottom of the stairs, sending small teams along the left and right branches to go after the two bosses, Hetzel and Lekain. Eliminate units to the sides toting powerful, long-range spells. Then start driving the group waiting at the south end of the screen north, taking out all foes in your path. The side teams can take out the bosses, and converge with the main force in the middle.



Turn 1: From his default position on the left, Tibarn should have no problem flying northwest across the chasm to take out the Sniper

wielding the Double Bow. This should lessen the danger in the west branch significantly, and you can trade the Double Bow to Shinon later.

Move Naesala, Cainegehis, and Giffca east to attack and defend against the Generals advancing from that direction. Use a Laguz Gem to transform Giffca for the entire battle.



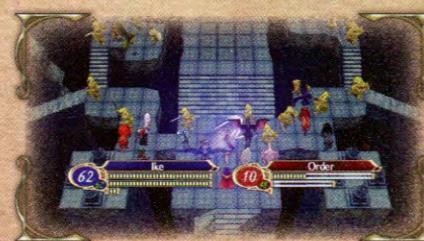
Send Skrimir, Nailah, Shinon, and Sothe west, using the laguz royalty to block the advance of Generals coming from that direction. Use a Laguz Gem to shift Skrimir for the entire battle.



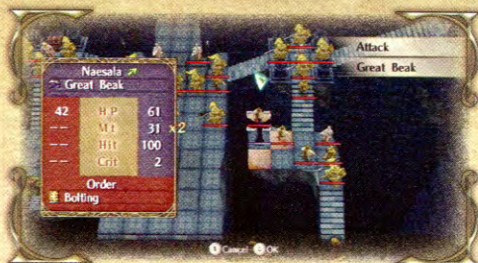
Move the cursor to the Thunder Sage in the middle right area using a Bolting tome, and lock his range

onscreen. Rearrange the remaining party members at the bottom of the stairs so that they are out of his reach, with strong units such as Ike, Kurthnaga, and Ena holding the line, with spell casters behind.

Turn 2: Wipe out the Generals that approached the main group last turn. Move Rhys east with a Restore staff to wake up anyone put to sleep last turn.



Fly Naesala northeast and take out the Thunder Sage with a Bolting tome. This frees up movement along the east side and the center.



In the west, gang up to take out any Generals remaining on the lower level. Then move Nailah as far north up the stairs as possible, killing enemies at the top. Tibarn should take out a sage. Keep moving Sothe northwest so that he may steal and plunder.



Turn 3: Have Rhys and Micaiah use Physic staves on whomever needs it. Move Caineighis and Giffca

up the east stairs, joining Naesala in killing foes on the mid-level platform.

Move Sothe up the west stairs and steal a Panacea from the Bishop located there. Then wipe out all enemies on the west mid-level.



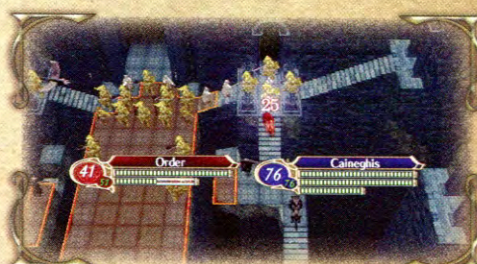
Turn 4: Move Shinon to the northeast corner of the western platform, and take out the mage on the floating single space using a Blizzard tome.



Fly Tibarn all the way up to the open space on the stairs between Lekain's platform and the central area. Take out the Bishop to the left, and move upstairs toward Lekain. In the enemy phase, he most likely kills every reinforcement unit appearing in the north central area. Move Nailah and Skrimir up the south stairs toward Lekain.



Send Naesala, then Caineighis and Giffca up the east stairs to take out Generals protecting Hetzel.



Turn 5: With danger looming in the northwest corner, Lekain most likely warps into the center of either the

southeast or southwest protective bunker. Move Ike to the adjacent space and kill Lekain with an indirect attack. Move Micaiah over to Ike and trade the Rexaura to her.

Move Caineighis and Giffca up the east stairs and take out Hetzel and one of the Generals.



Attack the Generals remaining in the northwest corner. Position Skrimir on the stairs descending east toward the central area. Move Tibarn south to attack Generals standing in the central area.

Attack the Generals remaining in the northwest corner. Position Skrimir on the stairs descending east toward the central area. Move Tibarn south to attack Generals standing in the central area.

FIRE EMBLEM RADIANT DAWN

Turn 6: Five Bishops with Shine tomes appear at the starting point. Ike and team must wipe out as many as possible. Fly Tibarn south to help out.



Sothe can open the northwest chest to obtain the Matrona staff.

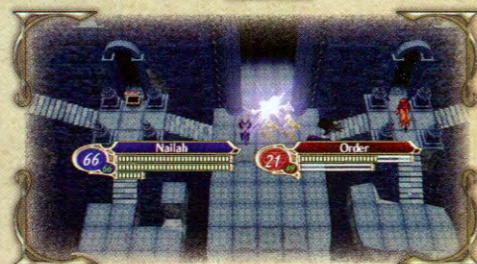


Finish off Generals in the northeast and northwest corners if needed, and send all units from the sides

down into the center to kill Bishops and Generals.

Turn 7:

There is no further need to tarry here. Wipe out the remaining units in the north central area to prevent more reinforcements from arriving.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 4,000 |
| Victory in 10 Turns or Less | 2,000 |
| Victory in 15 Turns or Less | 1,000 |
| Maximum Bonus | 6,000 |

Part IV Endgame: Rebirth (2)

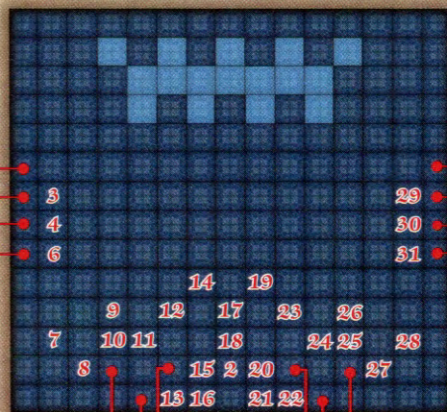
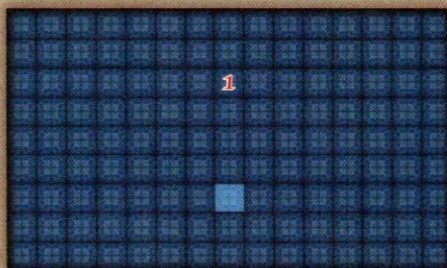
Conditions

Victory: Defeat boss

Defeat: Ike dies,
Micaiah dies

Player: Chosen One 17

Enemy: Tower Guard 122



- 58x2, 70
- 36, 40, 47x2, 59x2, 71
- 5, 36, 40, 48x2, 60x2, 72
- 37, 41, 49x2, 61x2, 73
- 62x2, 74
- 38, 42, 50x2, 62x2, 74
- 30
- 32, 38, 45, 51x2, 63x2, 75
- 31
- 39, 43, 52x2, 64x2, 76
- 14
- 19
- 9
- 12
- 17
- 23
- 26
- 7
- 10
- 11
- 18
- 24
- 25
- 28
- 8
- 15
- 20
- 27
- 13
- 16
- 21
- 22
- 33x2, 44x2, 53x2, 65
- 35x2, 46x2, 55x2, 67
- 34x2, 45x2, 54x2, 66
- 33x2, 44x2, 57x2, 69
- 35x2, 46x2, 56x2, 68
- 34x2, 45x2, 54x2, 66



Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|--------------|---------------|----|-------------------------------|
| 1 | Black Knight | Black Knight | 20 | Alondite* |
| 2 | Levail | Sentinel | 16 | Wishblade , Elixir |
| 3 | Order | Swordmaster | 12 | Steel Blade |
| 4 | Order | Swordmaster | 12 | Wo Dao |
| 5 | Order | Swordmaster | 12 | Silver Sword |
| 6 | Order | Swordmaster | 12 | Silver Sword |
| 7 | Order | Sniper | 12 | Silver Bow |
| 8 | Order | Sniper | 12 | Silver Bow, Concoction |
| 9 | Order | Axe General | 12 | Silver Axe |
| 10 | Order | Axe General | 11 | Short Axe |
| 11 | Order | Axe General | 12 | Steel Poleax |
| 12 | Order | Halberdier | 12 | Steel Greatlance |
| 13 | Order | Sniper | 12 | Silver Bow |
| 14 | Order | Halberdier | 12 | Silver Lance |
| 15 | Order | Sword General | 13 | Silver Sword |
| 16 | Order | Bishop | 13 | Physic, Panacea |
| 17 | Order | Halberdier | 12 | Short Spear |
| 18 | Order | Sword General | 13 | Silver Sword |
| 19 | Order | Halberdier | 12 | Silver Lance |
| 20 | Order | Sword General | 13 | Silver Sword |
| 21 | Order | Bishop | 12 | Physic, Panacea |
| 22 | Order | Sniper | 12 | Silver Bow, Concoction |
| 23 | Order | Halberdier | 12 | Short Axe |
| 24 | Order | Lance General | 12 | Steel Greatlance |
| 25 | Order | Lance General | 12 | Short Spear |
| 26 | Order | Lance General | 11 | Silver Lance |
| 27 | Order | Sniper | 12 | Silver Bow |
| 28 | Order | Sniper | 11 | Silver Bow |
| 29 | Order | Warrior | 12 | Steel Poleax |
| 30 | Order | Warrior | 12 | Short Axe |
| 31 | Order | Warrior | 12 | Silver Axe |
| 32 | Order | Warrior | 12 | Silver Axe |

* Other items dependent on inventory remaining at end of IV-3.

Enemy Reinforcements: Turns 2, 5

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|--------------|
| 33 | Order | Swordmaster | 12 | Silver Blade |
| 34 | Order | Swordmaster | 11 | Silver Sword |
| 35 | Order | Swordmaster | 12 | Silver Sword |

Enemy Reinforcements: Turn 3

| No. | Name | Class | Lv | Items |
|-----|-------|---------|----|------------|
| 36 | Order | Warrior | 12 | Silver Axe |
| 37 | Order | Warrior | 11 | Short Axe |

Enemy Reinforcements: Turn 4

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|--------------|
| 38 | Order | Halberdier | 12 | Silver Lance |
| 39 | Order | Halberdier | 11 | Short Spear |

Enemy Reinforcements: Turn 6

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|--------------|
| 40 | Order | Warrior | 12 | Silver Axe |
| 41 | Order | Warrior | 11 | Short Axe |
| 42 | Order | Halberdier | 12 | Silver Lance |
| 43 | Order | Halberdier | 11 | Short Spear |

Enemy Reinforcements: Turns 7, 9

| No. | Name | Class | Lv | Items |
|-----|-------|---------|----|---------------|
| 44 | Order | Warrior | 12 | Silver Poleax |
| 45 | Order | Warrior | 12 | Short Axe |
| 46 | Order | Warrior | 12 | Silver Axe |

Enemy Reinforcements: Turns 8, 10

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------------|
| 47 | Order | Halberdier | 12 | Silver Lance |
| 48 | Order | Halberdier | 12 | Short Spear |
| 49 | Order | Halberdier | 13 | Silver Greatlance |
| 50 | Order | Swordmaster | 12 | Silver Sword |
| 51 | Order | Swordmaster | 12 | Storm Sword |
| 52 | Order | Swordmaster | 12 | Silver Blade |

Enemy Reinforcements: Turns 11, 13

| No. | Name | Class | Lv | Items |
|-----|-------|------------|----|-------------------|
| 53 | Order | Halberdier | 12 | Silver Greatlance |
| 54 | Order | Halberdier | 12 | Short Spear |
| 55 | Order | Halberdier | 13 | Silver Lance |
| 56 | Order | Halberdier | 12 | Silver Lance |
| 57 | Order | Halberdier | 13 | Silver Greatlance |

Enemy Reinforcements: Turns 12, 14

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------------|
| 58 | Order | Swordmaster | 13 | Silver Sword |
| 59 | Order | Swordmaster | 12 | Silver Sword |
| 60 | Order | Swordmaster | 12 | Storm Sword |
| 61 | Order | Swordmaster | 13 | Silver Greatlance |
| 62 | Order | Warrior | 13 | Silver Axe |
| 63 | Order | Warrior | 12 | Short Axe |
| 64 | Order | Warrior | 13 | Silver Poleax |

Enemy Reinforcements: Turn 15

| No. | Name | Class | Lv | Items |
|-----|-------|-------------|----|-------------------|
| 65 | Order | Halberdier | 12 | Silver Greatlance |
| 66 | Order | Halberdier | 12 | Short Spear |
| 67 | Order | Halberdier | 13 | Silver Lance |
| 68 | Order | Halberdier | 12 | Silver Lance |
| 69 | Order | Halberdier | 13 | Silver Greatlance |
| 70 | Order | Swordmaster | 13 | Silver Sword |
| 71 | Order | Swordmaster | 12 | Silver Sword |
| 72 | Order | Swordmaster | 12 | Storm Sword |
| 73 | Order | Swordmaster | 13 | Silver Greatlance |
| 74 | Order | Warrior | 13 | Silver Axe |
| 75 | Order | Warrior | 12 | Short Axe |
| 76 | Order | Warrior | 13 | Silver Poleax |

FIRE EMBLEM

RADIANT DAWN

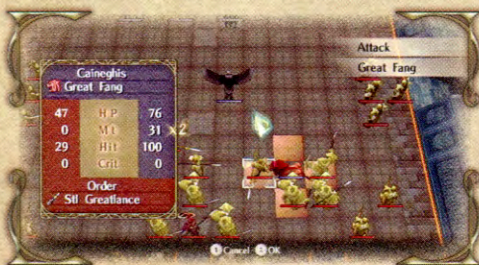
To win the battle, Ike simply needs to kill the Black Knight. He can easily accomplish this in one or two turns. However, the sub-boss to the south yields an SS grade Lance when killed. This opportunity is too good to pass up on behalf of your Sentinel unit(s). Therefore, while Ike keeps the Black Knight at bay with a lesser weapon, move your units south to take out Levail. With the Wishblade in possession, unleash Ike with the Ragnell against the Black Knight.



Turn 1: Move the cursor across the ground, and notice the Cover tiles in Ike's area. Move him to one

of these tiles this turn, and wait for the Black Knight to approach.

Move Tibarn, Cainegehis, and your Sentinel south to take on the units surrounding Levail.



Move Skirmir east to attack the warriors on the east side. In the enemy phase, he keeps these foes from approaching your spell casters.



Reposition units at the starting point to place weaker ones on the Cover tiles, tougher units out front to the south.



Turn 2: While Cainegehis takes out the General blocking Levail, let Tibarn and Naesala

attack the boss. He can probably withstand this turn, unless one of the laguz kings triggers a skill. Move your Sentinel closer in order to trade the Wishblade to them quickly.

With Levail dead and the Wishblade in possession, equip Ike with Ragnell and attack the Black Knight. It should take a few more turns to kill him.

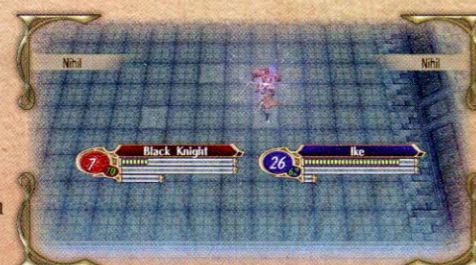


Clear units in the north central area that approached last turn, but otherwise hold position.

To the east, have Skirmir use a Concoction or Elixir to prepare for the next onslaught. Send Shinon and Giffca east to help him out.



Turn 3: Be sure to trade the Wishblade to your Sentinel unit, and equip it. Then Ike can finish off the Black Knight.



Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 5,000 |
| Victory in 10 Turns or Less | 2,500 |
| Victory in 15 Turns or Less | 1,250 |
| Maximum Bonus | 7,500 |

Preparations: Part IV Endgame (3)

No shop is available, but you can have conversations and trade items between units the same as at base. Skills and bonus experience can be managed in the Battle Preparation menu, prior to the next battle.

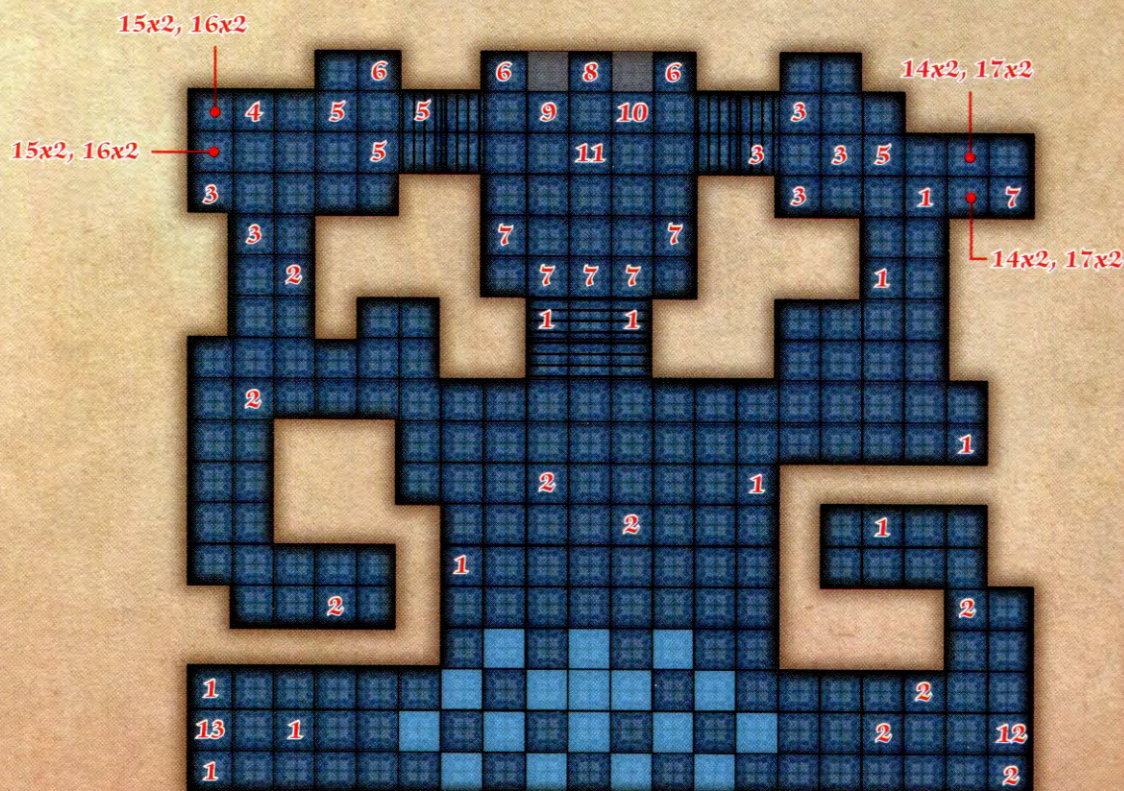


Info: Conversations with Sanaki and your heron of choice yield Pavise and Guard skill scrolls.

Both skills are best equipped on Sanaki. If Sothe and Micaiah still have an A rank support established, an Elixir is obtained.

Items: Equip everyone with their best weapon. Equip your Sentinel with the Wishblade, and equip Shinon with the Double Bow. Equip Micaiah with Rexaura or Valaura, depending on her Light level, and equip Sanaki with Rexflame or Cymbeline, dependant on her Fire level. **Upon ending your preparation session, all equipped weapons become blessed, meaning they become indestructible and the only weapons that can affect the upcoming bosses.**

Part IV Endgame: Rebirth (3)



FIRE EMBLEM

RADIANT DAWN

Conditions

Victory: Defeat boss

Defeat: Ike dies, Micaiah dies

Player: Chosen One 17

Enemy: Tower Guard 66

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|-----------|--------------|----|---------------------|
| 1 | Goldoa | White Dragon | 23 | Breath |
| 2 | Goldoa | Red Dragon | 23 | Breath |
| 3 | Goldoa | Red Dragon | 24 | Breath |
| 4 | Goldoa | White Dragon | 23 | Breath, Olivi Grass |
| 5 | Goldoa | White Dragon | 24 | Breath |
| 6 | Goldoa | White Dragon | 25 | Breath |
| 7 | Goldoa | Red Dragon | 25 | Breath |
| 8 | Goldoa | White Dragon | 25 | Breath, Laguz Stone |
| 9 | Nasir | White Dragon | 34 | Breath, Laguz Gem |
| 10 | Gareth | Red Dragon | 31 | Breath, Laguz Stone |
| 11 | Dheginsea | Black Dragon | 40 | Breath |

Enemy Reinforcements: Turns 3, 8, 9, 12, 13

| No. | Name | Class | Lv | Items |
|-----|--------|--------------|----|--------|
| 12 | Goldoa | Red Dragon | 24 | Breath |
| 13 | Goldoa | White Dragon | 24 | Breath |

Enemy Reinforcements: Turn 4, 7

| No. | Name | Class | Lv | Items |
|-----|--------|--------------|----|--------|
| 14 | Goldoa | Red Dragon | 24 | Breath |
| 15 | Goldoa | White Dragon | 24 | Breath |

Enemy Reinforcements: Turn 11

| No. | Name | Class | Lv | Items |
|-----|--------|--------------|----|--------|
| 16 | Goldoa | Red Dragon | 25 | Breath |
| 17 | Goldoa | White Dragon | 25 | Breath |

In quite possibly the hardest battle of the game, the party must take on Dheginsea, the King of Dragons, and pretty much the entire dragon nation of Goldoa. Protect the starting area for several turns and send units east and west to curb attacks from the sides. When the south area clears up, leave one or two units to the southeast and southwest to defend against reinforcements coming from those directions. Send Ena and Kurthnaga up the side paths, attacking any dragons they pass. No dragon except Dheginsea can attack either Ena or Kurthnaga, so use them to clear the roads. Meanwhile, take tough royal units up the middle, and hack away at the dragons protecting Dheginsea in the center. Kill either Nasir or Gareth to reach the space behind Dheginsea, but do not kill both. Nasir is a bit easier to eliminate, but this proves less beneficial later. Finally, attack Dheginsea with flying units that swoop in and then move away. Then surround Dheginsea with Ike,

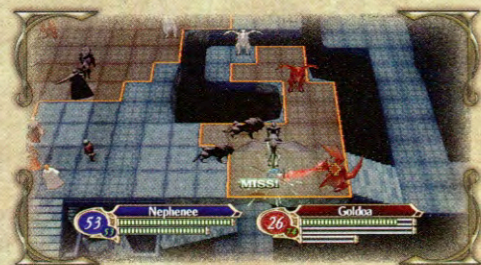
Caineghis, Giffca, and Skrimir, and attack from all sides. Only by this method can you defeat Dheginsea in a single turn. Otherwise he recovers health, forcing your party to retreat and heal for a few turns before trying again.



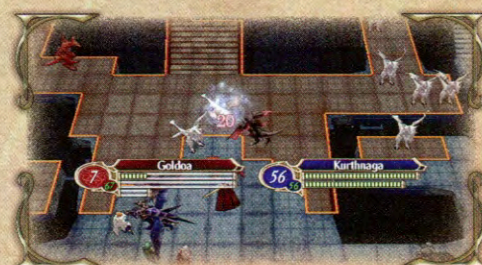
Turn 1: Send Tibarn, Naesala, Shinon, and Ena west to take out the three White Dragons in the lower

corner. Avoid placing anyone across the chasm from the Red Dragon on the suspended platform, or try to take him out with a lucky critical from Shinon's Double Bow.

Take Caineghis, Giffca, and a Sentinel southeast to attack the Red Dragons in the corner. Position units to block them from moving west to attack weaker units.



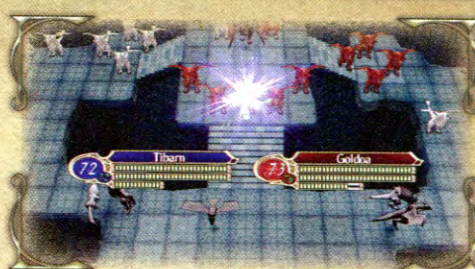
Ike, Skrimir, Nailah, and Kurthnaga should all destroy dragons in the starting area. Move weaker units south, out of range of the White Dragons on the stairs.



Turn 2: As dragons move down from the northwest and northeast, it is imperative that all dragons

near the starting area be taken out. After that, open the ranges of the nearest dragons approaching from each direction, and position units out of harm's reach, for this turn at least. Only Ena and Kurthnaga are safe within enemy range. Use Rafael to give your healers two shots at administering aid.

Move a single, tough unit into the single-space passage leading to the northwest. This should block the advance of Red Dragons coming from the upper corner.



Ike, Tibarn, Naesala, Giffca, and Caineghis can begin assaulting the Red Dragons blocking the

top of the stairs directly north of the starting point. Flying units should retreat after attacking to avoid damage from Dheginsea's area attack.



Turn 3: Use units already positioned in the southeast and southwest corners to take out the newly

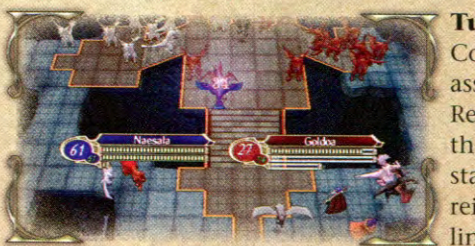
appearing dragons on each side. Move Giffca and Caineghis north out of the southeast corner.

Around this time, units such as Skrimir and Giffca may need to revert, and then use Laguz Gems to transform again for the remainder of the battle.



Ena and Kurthnaga can weaken any White Dragons advancing from the northeast, allowing

weaker units such as Micaiah and Sanaki to finish them off.



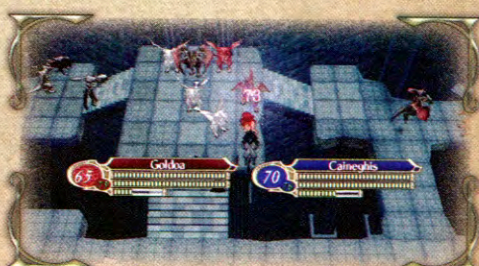
Turn 5: Continue assaulting the Red Dragons at the top of the stairs, plus any reinforcements lining up behind

them. Position units to block the stairs, so that the dragons may not descend on their turn. Give your healers two moves to cure your frontline units, because Dheginsea certainly has more pain in store.

Move Nailah and Naesala northwest to help Skrimir hold off and diminish the Red Dragons.



Turn 6: Although the central platform may be clearing up, avoid approaching within two spaces of



Dheginsea, or he attacks directly and may wipe out a unit. Instead, place your royal units blocking the top of the east and west stairs of Dheginsea's platform, blocking the advance of reinforcements from the sides.



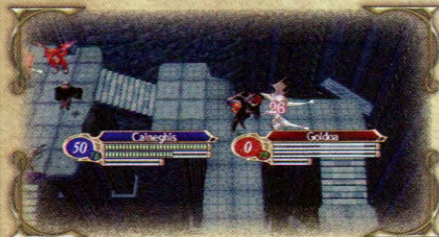
Turn 4: While units in the southeast and southwest heal and wait for more reinforcements, move Ena west and Kurthnaga east. Over the next several turns, each should reach the upper corners of the map. Use Olivi

Grass to remain transformed as needed.

FIRE EMBLEM

RADIANT DAWN

Drive units up the west path, taking out White Dragons advancing from the north.

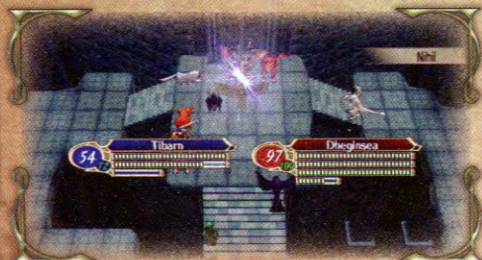


Ike, and Caineghis at the sides of Dheginsea's "stage" to prevent further reinforcement incursion.

Someone has to die, either Nasir or Gareth. Nasir is easier to eliminate, but provides greater benefits if he joins the party later. Gareth is extremely tough to damage, but Caineghis equipped with Dragonfoe ought to take him out easily enough. Make your choice, and live with it.

Turn 8:

Prepare to take on Dheginsea by healing anyone who needs it. Use Vigor to give your healers as many turns as needed in order to use their Physic staves from the starting area. All your attackers must be close to full health to take on Dheginsea.



Save your game. Move Tibarn, Naesala, and your Dragonlord in to attack Dheginsea,

and then fly away. If Dheginsea's Ire skill triggers and he wipes out your unit, restart and try for better luck.

Save your game after each successful strike. Move Caineghis, Skirmir, Giffa, and Nailah to the four sides of Dheginsea and attack. If someone dies or misses, reset and try again.



If Dheginsea still staggers on, move Ike to an adjacent space and attack. Hopefully, his wind lash

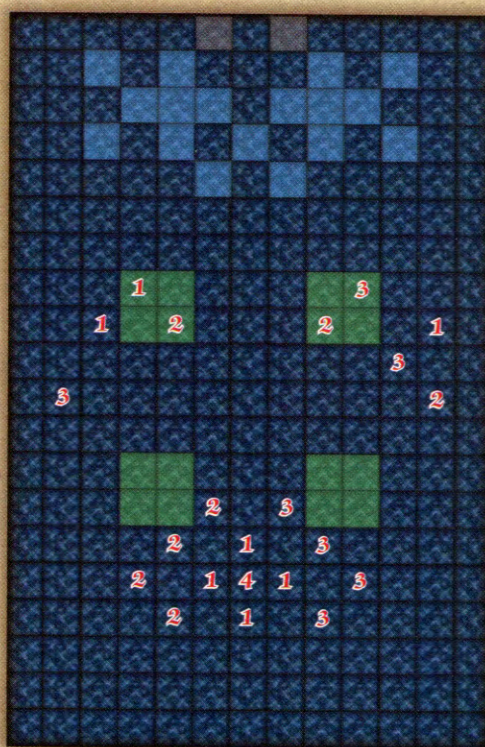
is enough to defeat Dheginsea. Otherwise, the Dragon King recovers 50 HP and sets your strategy back two turns while you try to heal everyone and prepare to go again.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 8,000 |
| Victory in 10 Turns or Less | 4,000 |
| Victory in 15 Turns or Less | 2,000 |
| Maximum Bonus | 12,000 |



Part IV Endgame: Rebirth (4)



Conditions

Victory: Defeat boss

Defeat: Ike dies,
Micaiah dies

Player: Chosen One 18
or 19

Enemy: Tower Guard
(unlimited)

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------------|------------|----|----------------------------------|
| 1 | Fire Spirit | Spirit | 20 | Fire Tail |
| 2 | Thunder Spirit | Spirit | 20 | Thunder Tail |
| 3 | Wind Spirit | Spirit | 20 | Wind Tail |
| 4 | Sephiran | Chancellor | 20 | Creiddylad, Rewarp, Rudol Gem |

Move all units down the field as quickly as possible. Units that can move further should take the battle straight to Sephiran, while slower units engage the Spirits off to the sides before rushing further downfield to help take out Sephiran. The boss can deflect damage inflicted to him from direct attacks to any Spirit in the next space, so you must destroy all four Spirits surrounding him. When clear, attack Sephiran with all royal units and Ike to finish him off.

Turn 1:

Move all units as far downfield as they can go. Ike should be able to approach Sephiran's



area and take out one of the Spirits out front. Move everyone else south, transforming and attacking the spirits off to the sides.



Turn 2: Use healers to help everyone recover from Sephiran's area attack, occurring last turn. Continue moving all units toward Sephiran, starting with lesser units and working your way up to royalty. Destroy the four Spirits surrounding Sephiran to prevent him from commuting damage he receives to them.

FIRE EMBLEM

RADIANT DAWN

Position units such as Giffca, Cainegehis, Ena, and Kurthnaga around Rafiel, and then use Vigor to give them all second moves. Take the laguz into the spaces around Sephiran and attack him to finish the battle, before he gets a chance to recover or warp away.



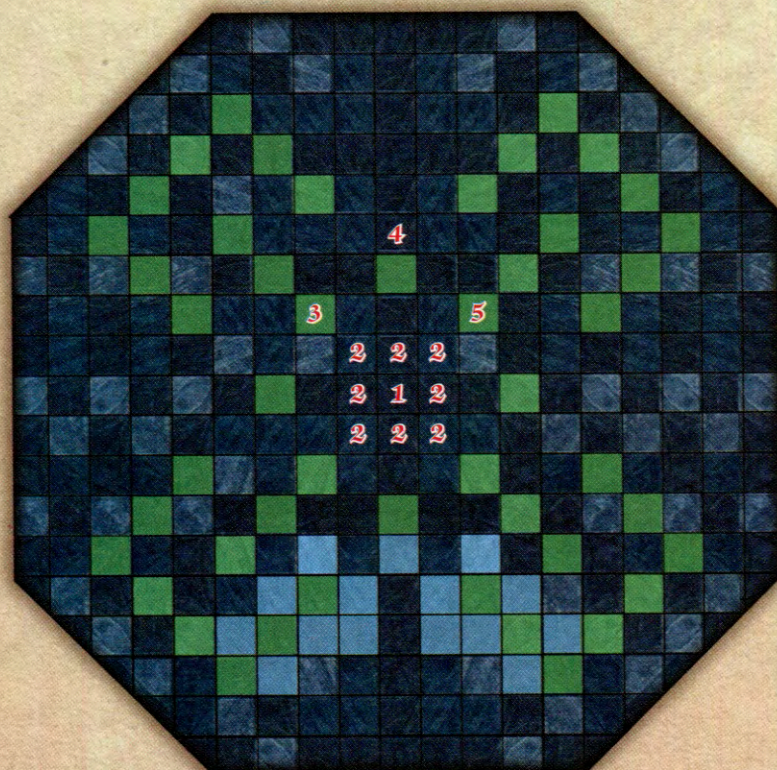
NOTE

In a replay game, from the second play onward, it is possible to recruit Sephiran after defeating him. To accomplish this, Ike must have a battlefield conversation with the Black Knight during Part III, Chapter 7. With that done, Sephiran becomes a playable unit for the last battle against Ashera.

Bonus EXP (Normal and Hard Modes)

| Condition | Bonus EXP |
|-----------------------------|-----------|
| Victory | 10,000 |
| Victory in 10 Turns or Less | 5,000 |
| Victory in 15 Turns or Less | 2,500 |
| Maximum Bonus | 15,000 |

Part IV Endgame: Rebirth (5)



Conditions

Victory: Defeat boss

Defeat: Ike dies, Micaiah dies

Player: Chosen One 19 or 20

Enemy: Judge (unlimited)

Enemy Units (Normal Mode)

| No. | Name | Class | Lv | Items |
|-----|----------------|-----------------|----|--------------|
| 1 | Ashera | Order Incarnate | 20 | Judge |
| 2 | Ashera (aura) | Order Incarnate | 20 | None |
| 3 | Wind Spirit | Spirit | 20 | Wind Tail |
| 4 | Fire Spirit | Spirit | 20 | Fire Tail |
| 5 | Thunder Spirit | Spirit | 20 | Thunder Tail |

Destroy the eight aura shields surrounding Ashera in order to have a shot at the Goddess herself. Any unit not equipped with Nihil suffers half damage returned due to the shields' Aurora skill. Therefore, only three units can attack the shields without suffering significant damage. All other units must spread out and attempt to destroy the Spirits in the room, which restore the shields each turn. Only when all eight shields are down does the Goddess become vulnerable. Attack her from all sides to defeat her. She revives once with full health, and will do so repeatedly unless Ike is the one to deliver the killing blow.

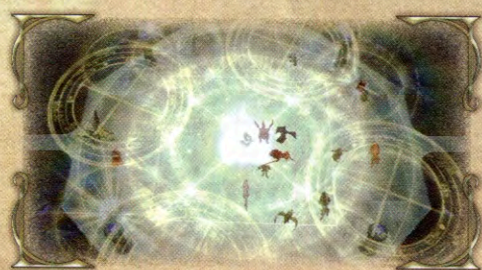


Move the units equipped with Nihil up to the auras surrounding Ashera and attack. If you followed

earlier suggestions, this should be power hitters Ike, Tibarn, and Caineighis. Ike must attack directly from one space away. Each turn, these three should be able to destroy one shield.

Spread the rest of the units out, moving most of them northeast and northwest. Position them away from the Goddess, on Healing tiles or Cover tiles. The Goddess sometimes releases an aura wave that damages all units on the screen. Units at the far edges of the map suffer the least damage, if any. Keep Sanaki, Rafiel, Rhys, and Micaiah at the edges, equipped with Physics staves.

Save your game at the beginning of each player phase. Sometimes Ashera singles out one of your units



from the Goddess, on Healing tiles or Cover tiles. The Goddess sometimes releases an aura wave that damages all units on the screen. Units at the far edges of the map suffer the least damage, if any. Keep Sanaki, Rafiel, Rhys, and Micaiah at the edges, equipped with Physics staves.



at random, and wipes them out. Determine whether this is a loss you can live with, and either reset or move on.

Starting on Turn 2, try to eliminate the Spirits in the room as well as reinforcements appearing. If a shield is damaged but not destroyed, the Spirits replenish its HP during the enemy phase.



When all eight shields are destroyed, immediately attack the Goddess. Anyone can attack her with a blessed weapon, because she does not possess the Aurora skill.

If she's damaged but still alive, the Goddess regenerates all her HP, so hit her with units such as Ike, Caineighis, and Tibarn to make it stick.



When defeated, the Goddess revives with full HP. On the second try, allow other units to attack her first. Tibarn and Caineighis should weaken her enough that Ike can deliver the killing blow. If Ike is not the one to eliminate her, she revives with full HP again.



NOTE

If Ike delivers the killing blow the first time around, Ashera will not recover HP, and the battle will be over.

Appendices

This chapter contains complete lists of all player units, class changes, items, and skills encountered in the game, as well as other notes of interest.



Clear Game Secrets and Bonuses Unlocked

Second Play

Playing the game a second time on Normal or Hard setting unlocks additional dialog not seen the first time through. New conversations become available at base, as well.

Recruit Pelleas

Through the choice made in Part III Chapter 13, the player can allow Pelleas to live. If so, he becomes a playable unit in Part IV Chapter 2, arriving in Turn 2.

Recruit Sephiran

In Part III Chapter 7, Ike can have a battlefield conversation with the Black Knight. After accomplishing this, proceed to Part IV Endgame: Rebirth (4) and defeat Sephiran. Sephiran joins the party and becomes a playable unit in the final battle.

Hard Mode

After you complete the game once on Normal difficulty, Hard difficulty mode is unlocked. In Hard mode, enemies are the same as Normal mode except two to three experience levels higher, with increased HP and all other stats, which makes them harder to kill. The basic strategy for clearing Hard mode is to use more units to attack each enemy per turn, and curb forward advancement. Each battle takes a greater number of turns this way, so be careful during battles where the victory condition requires completion within a certain number of turns.

Extras

New items unlocked in the Extras menu include Battle Records of previous games, a Sound Room for listening to game music, a Theater for reviewing movies, and an Event Viewer for viewing 2D conversations.

Player Units

The following table contains a complete list of playable units, including starting statistics, skills, and items.

NOTE

Laguz unit statistics listed are for normal humanoid form. When most laguz transform, Strength, Magic, Skill, Speed, Luck, Defense, and Resistance double. When dragon laguz transform, Strength, Magic, Skill, Speed, Luck, Defense, and Resistance double. Movement of most laguz increases by 2 points after shifting. Dragons' Move only increases by 1 point, with the exception of Kurthnaga, whose Move decreases from 6 to 5 by shifting. Herons have various movement variations depending on the character.

When a laguz unit Halfshifts, Strength, Magic, Skill, Speed, Luck, Defense, and Resistance multiply by 1.5. Movement still increases by 2 for most laguz, 1 for dragons, -1 for Kurthnaga.

Player Unit Availability

The following table indicates in which chapters each player units appear, provided they have not died in a previous chapter.

| Availability Codes | |
|--------------------|---|
| P | Unit is player-controlled. Not available if unit dies previously. |
| O | Unit is Other team, game-controlled. |

FIRE EMBLEM

RADIANT DAWN

| Name | Class | Level | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move |
|--------------|---------------|-------|----|-----|-----|-------|----|-----|-----|-----|------|
| Micaiah | Light Mage | 1 | 15 | 2 | 7 | 8 | 7 | 10 | 2 | 4 | 5 |
| Edward | Myrmidon | 4 | 19 | 7 | 0 | 11 | 12 | 8 | 5 | 0 | 6 |
| Leonardo | Archer | 4 | 17 | 8 | 0 | 12 | 10 | 6 | 5 | 4 | 6 |
| Nolan | Fighter | 9 | 29 | 12 | 0 | 11 | 10 | 7 | 9 | 3 | 6 |
| Laura | Priest | 1 | 16 | 3 | 8 | 3 | 5 | 8 | 2 | 10 | 5 |
| Sothe | Rogue | 1 | 35 | 18 | 4 | 20 | 20 | 15 | 14 | 9 | 7 |
| Ilyana | Thunder Mage | 12 | 22 | 6 | 12 | 12 | 13 | 6 | 3 | 9 | 5 |
| Aran | Soldier | 7 | 24 | 10 | 0 | 12 | 10 | 6 | 11 | 2 | 6 |
| Meg | Armor Sword | 3 | 21 | 10 | 1 | 7 | 8 | 8 | 10 | 5 | 5 |
| Volug | Wolf | 15 | 49 | 11 | 2 | 12 | 13 | 13 | 9 | 5 | 9 |
| Jill | Dracoknight | 14 | 24 | 11 | 1 | 12 | 15 | 14 | 13 | 3 | 8 |
| Tauroneo | Lance General | 14 | 38 | 24 | 12 | 22 | 20 | 18 | 21 | 15 | 6 |
| Zihark | Swordmaster | 3 | 30 | 17 | 6 | 22 | 23 | 11 | 13 | 11 | 7 |
| Fiona | Lance Knight | 9 | 25 | 8 | 6 | 8 | 10 | 7 | 8 | 6 | 8 |
| Tormod | Fire Sage | 5 | 34 | 13 | 17 | 16 | 20 | 14 | 12 | 14 | 6 |
| Muarim | Tiger | 19 | 58 | 36 | 6 | 28 | 22 | 12 | 30 | 18 | 9 |
| Vika | Raven | 13 | 38 | 18 | 10 | 26 | 30 | 14 | 14 | 14 | 8 |
| Nailah | Wolf | 33 | 66 | 17 | 5 | 23 | 19 | 35 | 16 | 13 | 7 |
| Rafiel | Heron | 12 | 31 | 1 | 6 | 1 | 6 | 31 | 3 | 13 | 5 |
| Black Knight | Black Knight | 20 | 70 | 38 | 18 | 40 | 30 | 20 | 35 | 25 | 6 |
| Elincia | Queen | 1 | 36 | 19 | 17 | 21 | 22 | 29 | 18 | 24 | 9 |
| Marcia | Falconknight | 5 | 34 | 16 | 6 | 17 | 20 | 12 | 16 | 15 | 9 |
| Leanne | Heron | 5 | 25 | 5 | 3 | 1 | 6 | 27 | 2 | 11 | 5 |
| Nealuchi | Raven | 22 | 53 | 10 | 4 | 9 | 18 | 24 | 10 | 10 | 6 |
| Haar | Dragonmaster | 11 | 93 | 23 | 2 | 24 | 20 | 13 | 23 | 7 | 9 |
| Brom | Axe General | 2 | 36 | 19 | 4 | 17 | 16 | 13 | 21 | 9 | 6 |
| Nephenee | Halberdier | 1 | 32 | 15 | 6 | 19 | 20 | 12 | 15 | 14 | 7 |
| Heather | Rogue | 7 | 32 | 15 | 9 | 21 | 25 | 16 | 10 | 14 | 7 |
| Lucia | Swordmaster | 14 | 38 | 18 | 10 | 27 | 27 | 19 | 14 | 15 | 7 |
| Lethe | Cat | 21 | 51 | 9 | 6 | 13 | 12 | 18 | 9 | 10 | 7 |
| Mordecai | Tiger | 16 | 57 | 14 | 1 | 9 | 9 | 15 | 16 | 4 | 7 |
| Geoffrey | Lance Paladin | 15 | 37 | 24 | 8 | 23 | 20 | 19 | 18 | 15 | 9 |
| Kieran | Axe Paladin | 11 | 41 | 21 | 6 | 20 | 20 | 16 | 18 | 11 | 9 |
| Astrid | Bow Paladin | 2 | 33 | 13 | 8 | 16 | 15 | 17 | 10 | 14 | 9 |
| Makalov | Blade Paladin | 7 | 37 | 18 | 5 | 17 | 18 | 20 | 17 | 9 | 9 |
| Danved | Halberdier | 9 | 39 | 17 | 8 | 23 | 21 | 18 | 15 | 12 | 7 |

| Affinity | Race | Weapon Level | Capacity | Skills | Items |
|----------|-------|---------------------------|----------|--|---|
| Dark | Beorc | Light D | 20 | Sacrifice, Shove | Light, Herb |
| Light | Beorc | Sword D | 15 | Wrath, Critical +5, Shove | Iron Sword, Vulnerary |
| Water | Beorc | Bow D | 15 | Cancel, Shove | Iron Bow, Herb, Dracoshield |
| Earth | Beorc | Axe C | 15 | Nihil, Shove | Steel Axe, Vulnerary |
| Wind | Beorc | Staff D | 15 | Shove | Heal |
| Wind | Beorc | Knife B | 30 | Guard, Steal, Shove | Kard, Bronze Dagger |
| Light | Beorc | Thunder C | 15 | Shade, Shove | Thunder Tome, Elthunder |
| Thunder | Beorc | Lance D | 15 | Shove | Javelin, Iron Lance, Vulnerary |
| Heaven | Beorc | Sword C | 15 | Fortune, Shove | Steel Sword, Iron Sword, Vulnerary |
| Earth | Laguz | Strike A | 35 | Howl, Shove, Wildheart | Fang, Vulnerary |
| Thunder | Beorc | Axe B | 15 | Canto | Steel Axe, Hand Axe, Vulnerary |
| Thunder | Beorc | Lance S, Axe A | 30 | Resolve, Shove | Silver Lance, Javelin, Vulnerary |
| Earth | Beorc | Sword A | 30 | Adept, Critical +10, Shove | Killing Edge, Vulnerary |
| Earth | Beorc | Lance C | 15 | Imbue, Savior, Canto | Steel Lance, Javelin, Vulnerary |
| Fire | Beorc | Fire A, Thunder B, Wind C | 30 | Celerity, Shove | Elfire, Fire |
| Thunder | Laguz | Strike A | 35 | Shove | Fang, Vulnerary |
| Wind | Laguz | Strike A | 20 | Shriek, Shove, Canto | Beak, Herb |
| Wind | Laguz | Strike SS | 100 | Glare, Guard, Formshift, Shove, Savage | Great Fang, Concoction |
| Heaven | Laguz | None | 20 | Blessing, Galdrar, Shove | Seraph Robe |
| Dark | Beorc | Sword SS, Lance S | 70 | Shove, Eclipse, Imbue, NihilAlondite, Concoction | |
| Heaven | Beorc | Sword B, Staff A | 60 | Renewal, Canto, Stun | Slim Sword, Mend, Concoction |
| Fire | Beorc | Sword C, Lance B | 30 | Canto | Steel Lance, Javelin, Vulnerary |
| Water | Laguz | None | 20 | Blessing, Galdrar, Shove, Canto | Concoction |
| Fire | Laguz | Strike A | 35 | Wrath, Shove, Canto | Beak, Laguz Stone, Vulnerary |
| Wind | Beorc | Lance A, Axe A | 30 | Cancel, Canto | Steel Axe, Javelin |
| Water | Beorc | Sword E, Axe C | 30 | Disarm, Shove | Iron Axe, Herb |
| Wind | Beorc | Lance B | 30 | Wrath, Critical +5, Shove | Steel Greatlance, Vulnerary |
| Fire | Beorc | Knife C | 30 | Pass, Steal, Shove | Bronze Knife, Iron Dagger |
| Earth | Beorc | Sword A | 30 | Parity, Critical +10, Shove | Silver Sword, Wind Edge, Iron Sword |
| Heaven | Laguz | Strike A | 35 | Shove | Claw, Laguz Stone |
| Water | Laguz | Strike A | 35 | Smite, Shove | Fang, Olivi Grass, Vulnerary |
| Fire | Beorc | Lance A | 30 | Paragon, Canto | Steel Greatlance, Short Spear, Concoction |
| Wind | Beorc | Axe A | 30 | Gamble, Canto | Steel Poleax, Hand Axe, Vulnerary |
| Wind | Beorc | Bow B | 30 | Paragon, Canto | Steel Bow, Iron Longbow, Concoction |
| Thunder | Beorc | Sword A | 30 | Canto | Steel Sword, Herb, Coin |
| Fire | Beorc | Lance S | 30 | Critical +5, Shove | Killer Lance, Iron Greatlance, Vulnerary |

FIRE EMBLEM

RADIANT DAWN

| Name | Class | Level | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move |
|-----------|---------------|-------|----|-----|-----|-------|----|-----|-----|-----|------|
| Calill | Fire Sage | 6 | 32 | 9 | 19 | 18 | 18 | 16 | 11 | 17 | 6 |
| Ike | Hero | 11 | 44 | 24 | 2 | 28 | 23 | 14 | 21 | 7 | 7 |
| Mist | Cleric | 1 | 28 | 8 | 13 | 13 | 15 | 16 | 7 | 16 | 7 |
| Titania | Axe Paladin | 16 | 36 | 25 | 10 | 22 | 21 | 19 | 20 | 14 | 9 |
| Soren | Wind Sage | 5 | 28 | 9 | 23 | 21 | 18 | 11 | 9 | 21 | 6 |
| Gatrie | Lance General | 10 | 44 | 25 | 5 | 18 | 2 | 15 | 24 | 11 | 6 |
| Rolf | Sniper | 1 | 32 | 17 | 3 | 20 | 19 | 13 | 13 | 9 | 7 |
| Rhys | Bishop | 3 | 27 | 8 | 23 | 16 | 14 | 21 | 7 | 24 | 6 |
| Mia | Swordmaster | 7 | 34 | 17 | 5 | 26 | 28 | 18 | 13 | 8 | 7 |
| Shinon | Sniper | 13 | 43 | 21 | 7 | 28 | 24 | 15 | 20 | 14 | 7 |
| Boyd | Warrior | 8 | 45 | 22 | 1 | 20 | 18 | 13 | 15 | 8 | 7 |
| Oscar | Lance Paladin | 12 | 38 | 20 | 7 | 22 | 21 | 18 | 17 | 13 | 9 |
| Ranulf | Cat | 26 | 55 | 14 | 6 | 16 | 15 | 23 | 13 | 10 | 7 |
| Lyre | Cat | 17 | 47 | 7 | 6 | 11 | 11 | 16 | 7 | 8 | 7 |
| Kyza | Tiger | 18 | 55 | 10 | 3 | 10 | 11 | 14 | 10 | 5 | 7 |
| Reyson | Heron | 15 | 40 | 3 | 5 | 5 | 11 | 31 | 6 | 17 | 6 |
| Janaff | Hawk | 29 | 57 | 16 | 2 | 19 | 17 | 30 | 12 | 8 | 7 |
| Ulki | Hawk | 28 | 59 | 14 | 3 | 17 | 18 | 25 | 11 | 10 | 7 |
| Sigrun | Falconknight | 19 | 34 | 18 | 13 | 22 | 24 | 28 | 20 | 22 | 9 |
| Tanith | Falconknight | 16 | 35 | 20 | 10 | 21 | 23 | 22 | 19 | 20 | 9 |
| Naesala | Raven | 27 | 60 | 17 | 7 | 20 | 21 | 20 | 13 | 14 | 9 |
| Sanaki | Empress | 1 | 28 | 2 | 33 | 22 | 23 | 32 | 10 | 28 | 6 |
| Skrimir | Lion | 25 | 66 | 38 | 6 | 28 | 26 | 24 | 32 | 18 | 9 |
| Tibarn | Hawk King | 31 | 68 | 18 | 2 | 24 | 20 | 29 | 16 | 10 | 8 |
| Stefan | Trueblade | 8 | 53 | 27 | 7 | 37 | 36 | 20 | 21 | 16 | 7 |
| Oliver | Saint | 8 | 48 | 22 | 31 | 22 | 2 | 28 | 18 | 32 | 6 |
| Bastian | Arch Sage | 10 | 45 | 21 | 35 | 27 | 24 | 21 | 20 | 32 | 6 |
| Volke | Assassin | 13 | 52 | 30 | 5 | 36 | 35 | 19 | 26 | 22 | 7 |
| Renning | Gold Knight | 16 | 56 | 31 | 18 | 32 | 29 | 24 | 27 | 23 | 9 |
| Caineghis | Lion King | 36 | 76 | 22 | 4 | 23 | 17 | 30 | 22 | 10 | 7 |
| Giffca | Lion | 36 | 73 | 21 | 4 | 22 | 18 | 28 | 20 | 11 | 7 |
| Kurthnaga | Dragon Prince | 20 | 55 | 15 | 7 | 8 | 10 | 21 | 15 | 15 | 6 |

| Affinity | Race | Weapon Level | Capacity | Skills | Items |
|----------|-------|-------------------------------------|----------|---|--|
| Dark | Beorc | Fire A, Thunder B, Wind B | 30 | Nihil, Shove | Elfire, Meteor, Thunder, Vulnerary |
| Earth | Beorc | Sword S | 30 | Shove | Ettard, Iron Sword |
| Water | Beorc | Sword C, Staff B | 30 | Miracle, Shove | Florete, Heal, Vulnerary |
| Light | Beorc | Axe S | 30 | Counter, Canto | Steel Poleax, Short Axe, Vulnerary |
| Dark | Beorc | Fire B, Thunder B, Wind A | 30 | Adept, Shove | Elwind, Thunder, Fire, Vulnerary |
| Light | Beorc | Lance A, Axe B | 30 | Shove | Steel Greatlance, Iron Lance |
| Wind | Beorc | Bow B | 30 | Critical +10, Shove | Rolf's Bow, Steel Bow, Vulnerary |
| Fire | Beorc | Light C, Staff A | 30 | Shove | Ellight, Mend, Heal, Concoction |
| Fire | Beorc | Sword A | 30 | Vantage, Critical +10, Shove | Wo Dao, Steel Sword |
| Thunder | Beorc | Bow S | 30 | Provoke, Critical +10, Shove | Killer Bow, Iron Bow |
| Fire | Beorc | Axe A | 30 | Shove | Killer Axe, Steel Axe, Hand Axe |
| Earth | Beorc | Lance A | 30 | Canto | Short Spear, Steel Lance, Vulnerary |
| Wind | Laguz | Strike A | 35 | Shove | Claw, Satori Sign, Concoction, Olivi Grass |
| Thunder | Laguz | Strike A | 35 | Shove | Claw |
| Light | Laguz | Strike A | 35 | Quickclaw, Shove | Fang, Laguz Stone |
| Fire | Laguz | None | 35 | Blessing, Galdrar, Shove, Canto | Elixir |
| Thunder | Laguz | Strike A | 35 | Insight, Shove, Canto | Talon, Wildheart |
| Water | Laguz | Strike A | 35 | Vigilance, Shove, Canto | Talon, Satori Sign |
| Water | Beorc | Sword A, Lance S | 30 | Canto | Silver Lance, Spear, Elixir |
| Earth | Beorc | Sword A, Lance A | 30 | Canto | Storm Sword, Silver Lance |
| Dark | Laguz | Strike S | 100 | Maelstrom, Vantage, Formshift, Shove, Canto, Tear | Great Beak, Elixir, Coin |
| Light | Beorc | Fire S, Thunder B, Wind A, Light A | 60 | Shove, Flare | Cymbeline, Arcwind, Arcthunder, Elixir |
| Fire | Laguz | Strike S | 65 | Resolve, Provoke, Shove | Fang, Laguz Stone |
| Heaven | Laguz | Strike SS | 100 | Savior, Pavise, Formshift, Shove, Canto, Tear | Great Talon |
| Heaven | Beorc | Sword SS | 60 | Critical +20, Shove, Astra | Vague Katti |
| Fire | Beorc | Light S, Staff A | 60 | Shove, Corona | Nosferatu, Silence |
| Wind | Beorc | Fire A, Thunder A, Wind SS, Staff B | 60 | Corrosion, Shove, Flare | Arcwind, Elthunder, Elfire, Elixir |
| Wind | Beorc | Knife SS | 60 | Stillness, Critical +25, Shove, Lethality | Peshkatz, Stiletto, Silver Knife |
| Earth | Beorc | Sword SS, Axe A | 60 | Canto, Sol | Silver Sword, Silver Poleax, Elixir |
| Earth | Laguz | Strike SS | 100 | Fortune, Formshift, Shove, Roar | Great Fang |
| Dark | Laguz | Strike SS | 100 | Nullify, Shove, Roar | Great Fang, Laguz Gem |
| Water | Laguz | Strike A | 65 | Night Tide, Shove | Breath, Elixir, Olivi Grass |

FIRE EMBLEM

RADIANT DAWN

| Name | Class | Level | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move |
|----------|--------------|-------|----|-----|-----|-------|----|-----|-----|-----|------|
| Ena | Red Dragon | 22 | 59 | 10 | 15 | 13 | 11 | 18 | 13 | 17 | 5 |
| Nasir | White Dragon | 34 | 74 | 7 | 24 | 13 | 8 | 19 | 12 | 21 | 5 |
| Gareth | Red Dragon | 31 | 82 | 22 | 5 | 10 | 7 | 20 | 21 | 9 | 5 |
| Pelleas | Dark Sage | 14 | 33 | 13 | 24 | 20 | 21 | 14 | 14 | 19 | 6 |
| Sephiran | Chancellor | 20 | 50 | 11 | 40 | 40 | 36 | 40 | 25 | 40 | 6 |

| Name | 1-P | 1-1 | 1-2 | 1-3 | 1-4 | 1-5 | 1-6 | 1-7 | 1-8 | 1-9 | 1-E | 2-P | 2-1 | 2-2 | 2-3 | 2-E | 3-P | 3-1 | 3-2 | 3-3 |
|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Micaiah | P | P | P | P | P | P | P | P | P | P | P | | | | | | | | | |
| Edward | P | P | P | P | P | P | P | P | P | | P | | | | | | | | | |
| Leonardo | P | P | P | P | P | P | P | P | P | | P | | | | | | | | | |
| Nolan | | P | P | P | P | P | P | P | P | | P | | | | | | | | | |
| Laura | | | P | P | P | P | P | P | P | | P | | | | | | | | | |
| Sothe | | | P | P | P | P | P | P | P | | P | | | | | | | | | |
| Ilyana | | | | P | P | P | P | P | P | | P | | | | | | | | P | P |
| Aran | | | | E | P | P | P | P | P | | P | | | | | | | | | |
| Meg | | | | | P | P | P | P | P | | P | | | | | | | | | |
| Volug | | | | | | P | P | P | P | | P | | | | | | | | | |
| Jill | | | | | | O | P | P | | | P | | | | | | | | | |
| Tauroneo | | | | | | O | P | | | | | | | | | | | | | |
| Zihark | | | | | | O | P | P | P | | P | | | | | | | | | |
| Fiona | | | | | | | O | P | | | P | | | | | | | | | |
| Tormod | | | | | | | | O | P | | P | | | | | | | | | |
| Muarim | | | | | | | | O | P | | P | | | | | | | | | |
| Vika | | | | | | | | O | P | | P | | | | | | | | | |
| Nailah | | | | | | | | | P | | P | | | | | | | | | |
| Rafiel | | | | | | | | | P | | P | | | | | | | | | |
| Black Knight | | | | | | | | | | P | P | | | | | | | | | |
| Elincia | | | | | | | | | | | | P | | | | P | | | | |
| Marcia | | | | | | | | | | | | P | | | P | P | | | | |
| Leanne | | | | | | | | | | | | P | | P | | P | | | | |
| Nealuchi | | | | | | | | | | | | P | | P | | P | | | | |
| Haar | | | | | | | | | | | | P | | | | P | | P | P | |
| Brom | | | | | | | | | | | | | P | P | | P | | P | P | |
| Nephenee | | | | | | | | | | | | | P | P | | P | | P | P | |
| Heather | | | | | | | | | | | | | P | P | | P | | P | P | |
| Lucia | | | | | | | | | | | | | | P | | | | | | |
| Lethe | | | | | | | | | | | | | | P | | P | | O | | |
| Mordecai | | | | | | | | | | | | | | P | | P | | | | |
| Geoffrey | | | | | | | | | | | | | | | P | P | | | | |
| Kieran | | | | | | | | | | | | | | | P | P | | | | |
| Astrid | | | | | | | | | | | | | | | P | P | | | | |

| Affinity | Race | Weapon Level | Capacity | Skills | Items |
|----------|-------|-----------------------------|----------|---|--------------------------|
| Earth | Laguz | Strike A | 35 | Boon, Blood Tide, Miracle, Renewal, Shove | Breath, Laguz Stone |
| Light | Laguz | Strike S | 35 | Boon, White Tide, Nihil, Shove | Breath, Laguz Gem |
| Thunder | Laguz | Strike S | 35 | Blood Tide, Shove | Breath, Laguz Stone |
| Water | Beorc | Thunder A, Dark A | 30 | Miracle, Shove | Carreau, Verrine, Fenrir |
| Light | Beorc | Light SS, Dark SS, Staff SS | 60 | Mantle, Shove, Corona | Ashera Staff |

| 3-4 | 3-5 | 3-6 | 3-7 | 3-8 | 3-9 | 3-10 | 3-11 | 3-12 | 3-13 | 3-E | 4-P | 4-1 | 4-2 | 4-3 | 4-4 | 4-5 | 4-E |
|-----|-----|-----|-----|-----|-----|------|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | P | | | | | | P | P | | P | | | P | | | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | | | P | | | P |
| P | P | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | | | | | | | P | P | | | | P | | | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | P | | | | | | P | P | | P | P | P | P | P | P | P |
| | | | | | | | | | | | | | | | P | | P |
| | | | | | | | | | | | | | | | P | | P |
| | | | | | | | | | | | | | | | P | | P |
| | | | | | | | | | | | | P | | | P | | P |
| | | | | | | | | | | | | P | | | P | | P |
| | | P | | | | | | | | | | | | O | | | |
| | | | | | | O | | | | | | | P | | | P | P |
| | | | | | P | O | P | | | P | P | P | P | P | P | P | P |
| | | | | | | | P | | | | P | | | P | | | P |
| | | | | | | | | | | | P | P | P | P | P | P | P |
| P | P | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| P | P | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| P | P | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| P | P | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| | | | | | | | O | | | | | | P | | | P | P |
| P | | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| P | | | P | P | | P | P | | | P | P | P | P | P | P | P | P |
| | | | | | P | O | | | | | | | | | | P | P |
| | | | | | P | O | P | | | P | P | P | P | P | P | P | P |
| | | | | | P | O | P | | | P | P | P | P | P | P | P | P |

FIRE EMBLEM

RADIANT DAWN

| Name | 1-P | 1-1 | 1-2 | 1-3 | 1-4 | 1-5 | 1-6 | 1-7 | 1-8 | 1-9 | 1-E | 2-P | 2-1 | 2-2 | 2-3 | 2-E | 3-P | 3-1 | 3-2 | 3-3 |
|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Makalov | | | | | | | | | | | | | | | P | P | | | | |
| Danved | | | | | | | | | | | | | | | P | P | | | | |
| Calill | | | | | | | | | | | | | | | | P | | | | |
| Ike | | | | | | | | | | | | | | | | | P | P | P | P |
| Mist | | | | | | | | | | | | | | | | | P | P | P | P |
| Titania | | | | | | | | | | | | | | | | | P | P | P | P |
| Soren | | | | | | | | | | | | | | | | | P | P | P | P |
| Gatrie | | | | | | | | | | | | | | | | | P | P | P | P |
| Rolf | | | | | | | | | | | | | | | | | P | P | P | P |
| Rhys | | | | | | | | | | | | | | | | | P | P | P | P |
| Mia | | | | | | | | | | | | | | | | | P | P | P | P |
| Shinon | | | | | | | | | | | | | | | | | P | P | P | P |
| Boyd | | | | | | | | | | | | | | | | | P | P | P | P |
| Oscar | | | | | | | | | | | | | | | | | P | P | P | P |
| Ranulf | | | | | | | | | | | | | | | | | O | | | |
| Lyre | | | | | | | | | | | | | | | | | | O | | |
| Kyza | | | | | | | | | | | | | | | | | | | | |
| Reyson | | | | | | | | | | | | | | | | | | | | |
| Janaff | | | | | | | | | | | | | | | | | | | | |
| Ulki | | | | | | | | | | | | | | | | | | | | |
| Sigrun | | | | | | | | | | | | | | | | | | | | |
| Tanith | | | | | | | | | | | | | | | | | | | | |
| Naesala | | | | | | | | | | | | | | | | | | | | |
| Sanaki | | | | | | | | | | | | | | | | | | | | |
| Skrimir | | | | | | | | | | | | | | | | | O | | | |
| Tibarn | | | | | | | | | | | | | | | | | | | | |
| Stefan | | | | | | | | | | | | | | | | | | | | |
| Oliver | | | | | | | | | | | | | | | | | | | | |
| Bastian | | | | | | | | | | | | | | | | | | | | |
| Volke | | | | | | | | | | | | | | | | | | | | |
| Renning | | | | | | | | | | | | | | | | | | | | |
| Caineghis | | | | | | | | | | | | | | | | | | | | |
| Giffca | | | | | | | | | | | | | | | | | | | | |
| Kurthnaga | | | | | | | | | | | | | | | | | | | | |
| Ena | | | | | | | | | | | | | | | | | | | | |
| Nasir | | | | | | | | | | | | | | | | | | | | |
| Gareth | | | | | | | | | | | | | | | | | | | | |
| Pelleas | | | | | | | | | | | | | | | | | | | | |
| Sephiran | | | | | | | | | | | | | | | | | | | | |

201

FIRE EMBLEM

RADIANT DAWN

Classes

This section details the various classes, and how they change, including status changes at time of class change and maximum statistics.

Class Change Key

First Tier

Second Tier

Third Tier

Beorc Classes

| Class Name | Weapon | Maximum Statistics | | | | | | | | | | Class Change Bonuses | | | | | | | | | |
|---------------|-------------------|--------------------|-----|-----|-------|----|-----|-----|-----|------|----------|----------------------|-----|-----|-------|----|-----|-----|-----|----|------|
| | | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move | Capacity | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Cn | Move |
| Hero | Sword | 50 | 27 | 10 | 30 | 30 | 30 | 26 | 15 | 7 | 30 | - | - | - | - | - | - | - | - | - | - |
| Vanguard | Sword, Axe | 65 | 37 | 15 | 40 | 37 | 30 | 32 | 23 | 7 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Myrmidon | Sword | 30 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 6 | 15 | - | - | - | - | - | - | - | - | - | - |
| Swordmaster | Sword | 40 | 24 | 15 | 30 | 30 | 30 | 23 | 17 | 7 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | +1 | +1 |
| Trueblade | Sword | 55 | 32 | 20 | 40 | 40 | 35 | 26 | 26 | 7 | 60 | +4 | +3 | +4 | +2 | +2 | 0 | +3 | +4 | 0 | 0 |
| Soldier | Lance | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 6 | 15 | - | - | - | - | - | - | - | - | - | - |
| Halberdier | Lance | 45 | 26 | 15 | 26 | 27 | 30 | 25 | 18 | 7 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | +1 | +1 |
| Sentinel | Lance | 60 | 35 | 20 | 35 | 34 | 30 | 34 | 30 | 7 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Fighter | Axe | 45 | 20 | 5 | 20 | 20 | 30 | 20 | 10 | 6 | 15 | - | - | - | - | - | - | - | - | - | - |
| Warrior | Axe | 53 | 30 | 5 | 26 | 27 | 30 | 23 | 13 | 7 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | +1 | +1 |
| Reaver | Axe | 68 | 40 | 10 | 36 | 35 | 30 | 30 | 20 | 7 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Archer | Bow | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 6 | 15 | - | - | - | - | - | - | - | - | - | - |
| Sniper | Bow | 45 | 27 | 10 | 30 | 26 | 30 | 24 | 16 | 7 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | +1 | +1 |
| Marksman | Bow | 60 | 36 | 15 | 40 | 34 | 30 | 32 | 25 | 7 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Armor Lance | Lance | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |
| Lance General | Lance, Axe | 45 | 27 | 15 | 25 | 23 | 30 | 30 | 20 | 6 | 30 | +2 | +2 | +2 | +1 | +1 | 0 | +2 | +2 | 0 | +1 |
| Marshall | Sword, Lance, Axe | 60 | 36 | 20 | 34 | 31 | 30 | 37 | 30 | 6 | 60 | +4 | +2 | +2 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Armor Axe | Axe | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |
| Axe General | Sword, Axe | 45 | 28 | 15 | 25 | 22 | 30 | 30 | 20 | 6 | 30 | +2 | +2 | +2 | +1 | +1 | 0 | +2 | +2 | 0 | +1 |
| Marshall | Sword, Lance, Axe | 60 | 37 | 20 | 35 | 30 | 30 | 36 | 30 | 6 | 60 | +4 | +2 | +2 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Armor Sword | Sword | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |
| Sword General | Sword, Lance | 45 | 27 | 15 | 25 | 24 | 30 | 30 | 22 | 6 | 30 | +2 | +2 | +2 | +1 | +1 | 0 | +2 | +2 | 0 | +1 |
| Marshall | Sword, Lance, Axe | 60 | 36 | 20 | 33 | 32 | 30 | 35 | 32 | 6 | 60 | +4 | +2 | +2 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Thief | Knife | 30 | 15 | 10 | 20 | 20 | 40 | 15 | 10 | 7 | 15 | - | - | - | - | - | - | - | - | - | - |
| Rogue | Knife | 40 | 22 | 15 | 26 | 30 | 40 | 20 | 17 | 7 | 30 | - | - | - | - | - | - | - | - | - | - |
| Whisper | Knife | 50 | 28 | 20 | 38 | 40 | 35 | 26 | 26 | 7 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Assassin | Knife | 55 | 32 | 15 | 40 | 40 | 25 | 30 | 25 | 7 | 60 | - | - | - | - | - | - | - | - | - | - |
| Fire Mage | Fire | 30 | 10 | 20 | 20 | 20 | 30 | 10 | 20 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |

Beorc Classes Continued

| Class Name | Weapon | Maximum Statistics | | | | | | | | | | Class Change Bonuses | | | | | | | | | |
|-----------------|----------------------------|--------------------|-----|-----|-------|----|-----|-----|-----|------|----------|----------------------|-----|-----|-------|----|-----|-----|-----|----|------|
| | | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move | Capacity | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Cn | Move |
| Fire Sage | Fire, Thunder, Wind | 40 | 15 | 25 | 23 | 25 | 30 | 17 | 25 | 6 | 30 | +2 | +3 | +1 | +1 | +1 | 0 | +3 | +1 | +1 | +1 |
| Arch Sage | Fire, Thunder, Wind, Staff | 50 | 24 | 38 | 34 | 32 | 25 | 25 | 38 | 6 | 60 | +4 | +4 | +2 | +2 | +2 | 0 | +4 | +2 | 0 | 0 |
| Thunder Mage | Thunder | 30 | 10 | 20 | 20 | 20 | 30 | 10 | 20 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |
| Thunder Sage | Fire, Thunder, Wind | 40 | 15 | 26 | 23 | 24 | 30 | 17 | 25 | 6 | 30 | +2 | +3 | +1 | +1 | +1 | 0 | +3 | +1 | +1 | +1 |
| Arch Sage | Fire, Thunder, Wind, Staff | 45 | 24 | 39 | 34 | 30 | 30 | 24 | 38 | 6 | 60 | +4 | +4 | +2 | +2 | +2 | 0 | +4 | +2 | 0 | 0 |
| Wind Mage | Wind | 30 | 10 | 20 | 20 | 20 | 30 | 10 | 20 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |
| Wind Sage | Fire, Thunder, Wind | 40 | 15 | 27 | 23 | 23 | 30 | 17 | 23 | 6 | 30 | +2 | +3 | +1 | +1 | +1 | 0 | +3 | +1 | +1 | +1 |
| Arch Sage | Fire, Thunder, Wind, Staff | 50 | 23 | 40 | 34 | 32 | 25 | 24 | 36 | 6 | 60 | +4 | +4 | +2 | +2 | +2 | 0 | +4 | +2 | 0 | 0 |
| Light Mage | Light | 30 | 10 | 20 | 20 | 20 | 40 | 10 | 20 | 5 | 20 | - | - | - | - | - | - | - | - | - | - |
| Light Sage | Light, Staff | 40 | 15 | 30 | 23 | 25 | 40 | 15 | 30 | 6 | 30 | +2 | +3 | +1 | +1 | +1 | 0 | +3 | +1 | +1 | +1 |
| Light Priestess | Light, Staff | 50 | 22 | 40 | 35 | 33 | 40 | 23 | 40 | 6 | 60 | +4 | +5 | +2 | +2 | +2 | 0 | +5 | +2 | 0 | 0 |
| Dark Sage | Thunder, Dark | 40 | 15 | 26 | 23 | 24 | 30 | 17 | 23 | 6 | 30 | - | - | - | - | - | - | - | - | - | - |
| Arch Sage | Thunder, Dark, Staff | 50 | 25 | 39 | 34 | 31 | 25 | 24 | 36 | 6 | 60 | +4 | +4 | +2 | +2 | +2 | 0 | +4 | +2 | 0 | 0 |
| Empress | Fire, Thunder, Wind, Light | 45 | 20 | 40 | 33 | 32 | 40 | 20 | 40 | 6 | 60 | - | - | - | - | - | - | - | - | - | - |
| Chancellor | Light, Dark, Staff | 50 | 25 | 40 | 40 | 40 | 40 | 25 | 40 | 6 | 60 | - | - | - | - | - | - | - | - | - | - |
| Priest | Staff | 30 | 10 | 20 | 15 | 15 | 40 | 10 | 20 | 5 | 15 | - | - | - | - | - | - | - | - | - | - |
| Bishop | Light, Staff | 40 | 15 | 25 | 22 | 23 | 40 | 19 | 32 | 6 | 30 | +2 | +3 | +1 | +1 | +1 | 0 | +3 | +1 | +1 | +1 |
| Saint | Light, Staff | 50 | 25 | 38 | 30 | 31 | 40 | 22 | 40 | 6 | 60 | +4 | +4 | +2 | +2 | +2 | 0 | +4 | +2 | 0 | 0 |
| Cleric | Sword, Staff | 40 | 17 | 24 | 25 | 24 | 40 | 18 | 28 | 7 | 30 | - | - | - | - | - | - | - | - | - | - |
| Valkyrie | Sword, Staff | 40 | 25 | 35 | 35 | 34 | 35 | 24 | 36 | 9 | 60 | +4 | +5 | +2 | +2 | +2 | 0 | +5 | +2 | 0 | +2 |
| Sword Knight | Sword | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 8 | 15 | - | - | - | - | - | - | - | - | - | - |
| Sword Paladin | Sword | 45 | 24 | 15 | 24 | 25 | 30 | 25 | 16 | 9 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | 0 | +1 |
| Gold Knight | Sword, Axe | 60 | 34 | 20 | 34 | 33 | 30 | 30 | 25 | 9 | 60 | +4 | +3 | +4 | +2 | +2 | 0 | +3 | +4 | 0 | 0 |
| Lance Knight | Lance | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 8 | 15 | - | - | - | - | - | - | - | - | - | - |
| Lance Paladin | Lance | 45 | 25 | 15 | 24 | 24 | 30 | 25 | 18 | 9 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | 0 | +1 |
| Silver Knight | Lance, Bow | 60 | 35 | 20 | 34 | 34 | 35 | 30 | 27 | 9 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Axe Knight | Axe | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 8 | 15 | - | - | - | - | - | - | - | - | - | - |
| Axe Paladin | Axe | 45 | 26 | 15 | 25 | 25 | 30 | 24 | 16 | 9 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | 0 | +1 |
| Gold Knight | Sword, Axe | 60 | 36 | 20 | 35 | 33 | 30 | 30 | 26 | 9 | 60 | +4 | +3 | +4 | +2 | +2 | 0 | +3 | +4 | 0 | 0 |
| Bow Knight | Bow | 40 | 20 | 10 | 20 | 20 | 30 | 20 | 10 | 8 | 15 | - | - | - | - | - | - | - | - | - | - |

FIRE EMBLEM

RADIANT DAWN

Beorc Classes Continued

| Class Name | Weapon | Maximum Statistics | | | | | | | | | | Class Change Bonuses | | | | | | | | | |
|----------------|--------------|--------------------|-----|-----|-------|----|-----|-----|-----|------|----------|----------------------|-----|-----|-------|----|-----|-----|-----|----|------|
| | | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move | Capacity | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Cn | Move |
| Bow Paladin | Bow | 45 | 23 | 15 | 27 | 26 | 30 | 24 | 20 | 9 | 30 | +2 | +1 | +2 | +1 | +1 | 0 | +1 | +2 | 0 | +1 |
| Silver Knight | Lance, Bow | 50 | 33 | 20 | 36 | 35 | 35 | 27 | 30 | 9 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |
| Pegasus Knight | Lance | 30 | 15 | 10 | 20 | 20 | 35 | 15 | 15 | 8 | 15 | - | - | - | - | - | - | - | - | - | - |
| Falconknight | Sword, Lance | 40 | 24 | 15 | 24 | 27 | 35 | 22 | 35 | 9 | 30 | - | - | - | - | - | - | - | - | - | - |
| Seraph Knight | Sword, Lance | 50 | 32 | 20 | 36 | 36 | 35 | 38 | 34 | 6 | 60 | +4 | +3 | +4 | +2 | +2 | 0 | +3 | +4 | 0 | 0 |
| Queen | Sword, Staff | 50 | 30 | 30 | 36 | 35 | 40 | 26 | 36 | 9 | 60 | - | - | - | - | - | - | - | - | - | - |
| Dragon-knight | Axe | 40 | 20 | 5 | 20 | 20 | 30 | 20 | 10 | 8 | 15 | - | - | - | - | - | - | - | - | - | - |
| Dragon-master | Lance, Axe | 50 | 29 | 5 | 26 | 25 | 30 | 26 | 14 | 9 | 30 | +2 | +2 | +2 | +1 | +1 | 0 | +2 | +2 | +1 | +1 |
| Dragonlord | Lance, Axe | 60 | 38 | 10 | 38 | 35 | 35 | 36 | 22 | 9 | 60 | +4 | +2 | +4 | +2 | +2 | 0 | +2 | +4 | 0 | 0 |

Laguz Classes

| Class Name | Weapon | Maximum Statistics | | | | | | | | | |
|--------------------------|-------------|--------------------|-----|-----|-------|----|-----|-----|-----|------|----------|
| | | HP | Str | Mag | Skill | Sp | Lck | Def | Res | Move | Capacity |
| Lion | Fang | 80 | 48 | 10 | 46 | 34 | 30 | 46 | 24 | 9 | 100 |
| Lion (Giffca) | Great Fang | 80 | 48 | 10 | 46 | 40 | 35 | 46 | 24 | 9 | 100 |
| Lion King | Great Fang | 80 | 48 | 10 | 46 | 40 | 35 | 46 | 24 | 9 | 100 |
| Tiger | Fang | 75 | 46 | 10 | 36 | 30 | 30 | 44 | 20 | 9 | 35 |
| Cat | Claw | 65 | 36 | 20 | 40 | 40 | 30 | 32 | 28 | 9 | 35 |
| Wolf | Fang | 70 | 40 | 14 | 46 | 36 | 35 | 30 | 20 | 9 | 35 |
| Wolf (Queen) | Great Fang | 70 | 40 | 14 | 48 | 40 | 40 | 40 | 30 | 9 | 100 |
| Hawk | Talon | 65 | 38 | 10 | 46 | 42 | 35 | 32 | 24 | 9 | 35 |
| Hawk King | Great Talon | 75 | 44 | 12 | 50 | 46 | 35 | 40 | 28 | 10 | 100 |
| Raven | Beak | 60 | 32 | 20 | 38 | 46 | 35 | 26 | 36 | 8 | 20 |
| Raven King | Great Beak | 70 | 40 | 20 | 44 | 50 | 30 | 34 | 38 | 9 | 65 |
| Heron (Reyson) | - | 60 | 10 | 26 | 20 | 32 | 50 | 24 | 48 | 8 | 35 |
| Heron (Rafiel) | - | 60 | 10 | 30 | 20 | 30 | 50 | 20 | 50 | 5 | 35 |
| Heron (Leanne) | - | 60 | 10 | 30 | 20 | 30 | 50 | 20 | 50 | 6 | 35 |
| Red Dragon | Breath | 90 | 50 | 20 | 30 | 20 | 30 | 46 | 30 | 6 | 35 |
| White Dragon | Breath | 90 | 20 | 50 | 30 | 20 | 30 | 30 | 46 | 6 | 35 |
| Black Dragon (Kurthnaga) | Breath | 80 | 46 | 24 | 36 | 32 | 30 | 46 | 38 | 5 | 65 |

Items

Each unit can hold up to eight items, and all others must be stored with the Convoy. Additional items can be purchased from the Shop menu when at base.

Swords

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|---------------|-------|-----|-------|----|-----|------|----|-----|--|
| Alondite | - | - | SS | 18 | 80 | 5 | 20 | 1-2 | Def +5 |
| Amiti | - | - | - | 15 | 90 | 0 | 10 | 1 | Doubles Attack, Elincia only, Def +3, Res +3 |
| Brave Sword | - | 40 | C | 9 | 90 | 0 | 9 | 1 | Doubles attacks |
| Bronze Sword | 350 | 50 | E | 3 | 95 | - | 5 | 1 | No critical chance |
| Caladbolg | - | 40 | - | 15 | 85 | 5 | 8 | 1 | Edward only |
| Ettard | - | 50 | - | 12 | 75 | 10 | 17 | 1 | Ike only |
| Florete | - | 45 | - | 14 | 95 | 15 | 5 | 1-2 | Mist only |
| Iron Blade | 800 | 40 | C | 10 | 70 | 0 | 13 | 1 | - |
| Iron Sword | 500 | 50 | D | 6 | 90 | 0 | 7 | 1 | - |
| Killing Edge | 3,600 | 30 | B | 8 | 85 | 30 | 8 | 1 | - |
| Ragnell | - | - | - | 18 | 80 | 5 | 20 | 1-2 | Ike only, Def +5 |
| Silver Blade | 3,600 | 30 | A | 16 | 60 | 0 | 16 | 1 | - |
| Silver Sword | 1,800 | 30 | A | 12 | 80 | 0 | 10 | 1 | - |
| Slim Sword | 560 | 35 | E | 2 | 100 | 5 | 3 | 1 | - |
| Steel Blade | 1,400 | 35 | B | 13 | 65 | 0 | 17 | 1 | - |
| Steel Sword | 800 | 40 | C | 9 | 85 | 0 | 11 | 1 | - |
| Storm Sword | 4,000 | 20 | B | 12 | 50 | 0 | 11 | 1-2 | - |
| Tempest Blade | - | 20 | S | 18 | 55 | 5 | 15 | 1-2 | - |
| Vague Katti | - | 50 | SS | 20 | 95 | 5 | 10 | 1 | Def +3 |
| Venin Edge | - | 50 | D | 6 | 90 | 0 | 7 | 1 | Inflicts poison |
| Wind Edge | 700 | 20 | D | 6 | 60 | 0 | 10 | 1-2 | - |
| Wo Dao | 3,000 | 30 | B | 7 | 90 | 20 | 7 | 1 | - |
| Wyrmslayer | 3,600 | 20 | B | 11 | 70 | 0 | 14 | 1 | Strong vs. Dracoknights, dragon laguz |

Lances

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|-------------------|-------|-----|-------|----|-----|------|----|-----|--------------------------|
| Brave Lance | - | 40 | C | 10 | 85 | 0 | 11 | 1 | Doubles attacks |
| Bronze Lance | 450 | 50 | E | 4 | 90 | - | 6 | 1 | No critical chance |
| Horseslayer | 1,300 | 20 | D | 12 | 65 | 0 | 15 | 1 | Strong vs. mounted units |
| Iron Greatlance | 640 | 40 | C | 11 | 75 | 0 | 14 | 1 | - |
| Iron Lance | 600 | 50 | D | 7 | 85 | 0 | 9 | 1 | - |
| Javelin | 600 | 20 | D | 7 | 65 | 0 | 11 | 1-2 | - |
| Killer Lance | 4,320 | 30 | B | 9 | 80 | 30 | 10 | 1 | - |
| Short Spear | 3,000 | 20 | B | 10 | 55 | 0 | 12 | 1-2 | - |
| Silver Greatlance | 2,880 | 30 | A | 17 | 50 | 0 | 17 | 1 | - |
| Silver Lance | 2,160 | 30 | A | 13 | 80 | 0 | 12 | 1 | - |

FIRE EMBLEM

RADIANT DAWN

Lances Continued

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|------------------|-------|-----|-------|----|-----|------|----|-----|---------------------|
| Spear | - | 20 | S | 13 | 60 | 5 | 16 | 1-2 | - |
| Steel Greatlance | 1,120 | 35 | B | 14 | 70 | 0 | 18 | 1 | - |
| Steel Lance | 960 | 40 | C | 10 | 80 | 0 | 13 | 1 | - |
| Venin Lance | - | 50 | D | 7 | 85 | 0 | 12 | 1 | Inflicts poison |
| Wishblade | - | 50 | SS | 22 | 100 | 5 | 15 | 1-2 | Luck +3 |

Axes

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|---------------|-------|-----|-------|----|-----|------|----|-----|---------------------|
| Brave Axe | - | 40 | C | 11 | 80 | 0 | 13 | 1 | Doubles attacks |
| Bronze Axe | 250 | 50 | E | 5 | 85 | - | 7 | 1 | No critical chance |
| Hammer | 800 | 20 | D | 13 | 60 | 0 | 17 | 1 | Strong vs. armor |
| Hand Axe | 625 | 25 | D | 9 | 70 | 0 | 12 | 1-2 | - |
| Iron Axe | 400 | 50 | D | 8 | 80 | 0 | 11 | 1 | - |
| Iron Poleax | 400 | 40 | C | 12 | 65 | 0 | 16 | 1 | - |
| Killer Axe | 2,880 | 30 | B | 10 | 75 | 30 | 12 | 1 | - |
| Short Axe | 1,500 | 15 | B | 12 | 60 | 0 | 13 | 1-2 | - |
| Silver Axe | 1,140 | 30 | A | 14 | 70 | 0 | 14 | 1 | - |
| Silver Poleax | 1,800 | 30 | A | 18 | 60 | 0 | 19 | 1 | - |
| Steel Axe | 640 | 40 | C | 11 | 75 | 0 | 15 | 1 | - |
| Steel Poleax | 700 | 35 | B | 15 | 60 | 0 | 20 | 1 | - |
| Tarvos | - | 40 | - | 18 | 100 | 5 | 12 | 1 | Nolan only |
| Tomahawk | - | 15 | S | 15 | 65 | 0 | 17 | 1-2 | - |
| Urvan | - | 50 | SS | 22 | 110 | 5 | 17 | 1 | Res +3 |
| Venin Axe | - | 50 | D | 8 | 80 | 0 | 11 | 1 | Inflicts poison |

Bows

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|--------------|-------|-----|-------|----|-----|------|----|-----|---------------------|
| Aqqar | - | 25 | - | 34 | 100 | 0 | 18 | 1-2 | - |
| Arbalest | - | 20 | - | 38 | 100 | 15 | 20 | 1-2 | - |
| Bowgun | 2,000 | 40 | - | 24 | 100 | 0 | 12 | 1-2 | - |
| Brave Bow | - | 40 | B | 9 | 85 | 0 | 10 | 2 | Doubles attacks |
| Bronze Bow | 400 | 50 | E | 3 | 80 | - | 4 | 2 | No critical chance |
| Crossbow | 3,500 | 35 | - | 28 | 100 | 0 | 14 | 1-2 | - |
| Double Bow | - | 50 | SS | 22 | 100 | 5 | 12 | 1-2 | Str +3 |
| Iron Bow | 750 | 50 | D | 6 | 85 | 0 | 8 | 2 | - |
| Iron Longbow | 2,000 | 20 | C | 8 | 65 | 0 | 15 | 2-3 | - |
| Killer Bow | 2,000 | 25 | C | 8 | 80 | 30 | 9 | 2 | - |
| Lughnasadh | - | 40 | - | 16 | 100 | 5 | 5 | 2 | Leonardo only |

Bows Continued

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|----------------|--------|-----|-------|----|-----|------|----|-----|---------------------|
| Rolf's Bow | 2,700 | 45 | C | 8 | 85 | 0 | 8 | 2 | - |
| Silencer | 8,000 | 50 | A | 16 | 100 | 5 | 6 | 2 | Shinon only |
| Silver Bow | 2,250 | 25 | A | 15 | 75 | 0 | 9 | 2 | - |
| Silver Longbow | 12,000 | 20 | S | 17 | 55 | 0 | 17 | 2-3 | - |
| Steel Bow | 1,050 | 35 | C | 10 | 80 | 0 | 10 | 2 | - |
| Steel Longbow | 4,000 | 20 | B | 12 | 60 | 0 | 18 | 2-3 | - |
| Taksh | 6,000 | 30 | - | 30 | 100 | 10 | 16 | 1-2 | - |
| Venin Bow | - | 50 | D | 6 | 85 | 0 | 8 | 2 | Inflicts poison |

NOTE

Only Archer/Sniper/Marksman classes can use regular bows, whereas Warrior/Reaver, Paladin/Knight and General/Marshall classes can also use crossbow types.

Knives

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|---------------|--------|-----|-------|----|-----|------|----|-----|------------------------|
| Baselard | - | 50 | SS | 18 | 100 | 15 | 10 | 1 | - |
| Beast Killer | 1,200 | 20 | D | 9 | 65 | 20 | 8 | 1 | Strong vs. beast laguz |
| Bronze Dagger | 270 | 45 | D | 2 | 85 | - | 2 | 1 | No critical chance |
| Bronze Knife | 480 | 30 | E | 1 | 70 | - | 1 | 1-2 | No critical chance |
| Iron Dagger | 360 | 40 | C | 5 | 80 | 5 | 3 | 1 | - |
| Iron Knife | 500 | 25 | D | 2 | 65 | 0 | 2 | 1-2 | - |
| Kard | 2,400 | 30 | B | 4 | 70 | 10 | 6 | 1 | - |
| Peshkatz | 12,600 | 30 | S | 13 | 90 | 0 | 9 | 1-2 | - |
| Silver Dagger | 1,800 | 25 | A | 12 | 85 | 5 | 7 | 1 | - |
| Silver Knife | 1,800 | 15 | A | 4 | 60 | 0 | 4 | 1-2 | - |
| Steel Dagger | 420 | 35 | B | 8 | 85 | 5 | 5 | 1 | - |
| Steel Knife | 800 | 20 | C | 4 | 60 | 0 | 3 | 1-2 | - |
| Stiletto | 3,100 | 25 | A | 8 | 80 | 20 | 8 | 1 | - |

Fire

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|-----------|-------|-----|-------|----|-----|------|----|------|---------------------------------|
| Arcfire | 2,500 | 25 | B | 9 | 80 | 5 | 7 | 1-2 | Strong vs. beast laguz |
| Bolganone | - | 20 | S | 11 | 75 | 0 | 9 | 1-2 | Strong vs. beast laguz |
| Cymbeline | - | 45 | - | 13 | 95 | 10 | 5 | 1-2 | Sanaki only |
| Elfir | 2,100 | 35 | D | 7 | 85 | 0 | 5 | 1-2 | Strong vs. beast laguz |
| Fire | 800 | 40 | E | 5 | 90 | 0 | 3 | 1-2 | Strong vs. beast laguz |
| Fire Tail | - | - | SS | 13 | 85 | - | 1 | 1-2 | No critical chance, Spirit only |
| Meteor | - | 5 | C | 8 | 70 | 0 | 18 | 3-10 | Strong vs. beast laguz |
| Rexflame | - | 15 | SS | 14 | 100 | 5 | 13 | 1-2 | Sp +3 |

FIRE EMBLEM

RADIANT DAWN

Thunder

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|--------------|-------|-----|-------|----|-----|------|----|------|---|
| Arctthunder | 2,550 | 25 | A | 7 | 70 | 15 | 9 | 1-2 | Strong vs. wyverns and dragon laguz |
| Bolting | - | 5 | B | 6 | 60 | 5 | 19 | 3-10 | Strong vs. wyverns and dragon laguz |
| Elthunder | 1,470 | 35 | C | 5 | 75 | 10 | 6 | 1-2 | Strong vs. wyverns and dragon laguz |
| Rexbolt | - | 15 | SS | 12 | 95 | 15 | 14 | 1-2 | Skl +3, Strong vs. wyverns and dragon laguz |
| Thoron | 3,200 | 20 | S | 9 | 65 | 5 | 11 | 1-2 | - |
| Thunder | 880 | 40 | E | 3 | 80 | 5 | 4 | 1-2 | Strong vs. wyverns and dragon laguz |
| Thunder Tail | - | - | SS | 11 | 75 | - | 1 | 1-2 | No critical chance, Spirit only |
| Rexflame | - | 15 | SS | 14 | 100 | 5 | 13 | 1-2 | Sp +3 |

Wind

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|------------|-------|-----|-------|----|-----|------|----|------|------------------------------|
| Arcwind | 2,450 | 25 | B | 8 | 85 | 10 | 6 | 1-2 | Strong vs. winged |
| Blizzard | 700 | 5 | C | 7 | 75 | 0 | 17 | 3-10 | Strong vs. winged |
| Elwind | 2,030 | 35 | D | 6 | 90 | 0 | 4 | 1-2 | Strong vs. winged |
| Rexcalibur | - | 15 | SS | 13 | 105 | 10 | 12 | 1-2 | Luck +3 |
| Tornado | 2,800 | 20 | S | 10 | 80 | 0 | 7 | 1-2 | - |
| Wind | 720 | 40 | E | 4 | 95 | 0 | 2 | 1-2 | Strong vs. winged |
| Wind Tail | - | - | SS | 12 | 90 | - | 1 | 1-2 | Cannot critical, Spirit only |
| Rexflame | - | 15 | SS | 14 | 100 | 5 | 13 | 1-2 | Sp +3 |

Light

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|------------|-------|-----|-------|----|-----|------|----|------|--|
| Creiddylad | - | - | - | 11 | 100 | 15 | 15 | 1-2 | Sephiran only |
| Ellight | 2,240 | 35 | C | 5 | 95 | 0 | 3 | 1-2 | - |
| Light | 960 | 40 | E | 3 | 100 | 0 | 1 | 1-2 | - |
| Nosferatu | - | 20 | S | 6 | 85 | 0 | 7 | 1-2 | Spell caster receives HP equal to damage inflicted |
| Purge | - | 5 | B | 5 | 80 | 0 | 16 | 3-10 | - |
| Rexaura | - | 15 | SS | 12 | 110 | 5 | 11 | 1-2 | Def +3 |
| Shine | 2,600 | 25 | A | 7 | 90 | 10 | 5 | 1-2 | - |
| Thani | - | 45 | - | 8 | 100 | 0 | 1 | 1-2 | Strong vs. armored and mounted units |
| Valaura | - | 17 | S | 8 | 95 | 0 | 12 | 1-2 | Inflicts poison |

Dark

| Name | Price | Use | Grade | Mt | Hit | Crit | Wt | Rng | Equip/Attack Effect |
|-----------|-------|-----|-------|----|-----|------|----|------|--------------------------------------|
| Balberith | - | 15 | SS | 15 | 75 | 10 | 15 | 1-2 | Str +3 |
| Carreau | 3,000 | 25 | B | 10 | 70 | 5 | 11 | 1-2 | - |
| Fenrir | - | 5 | A | 9 | 60 | 0 | 20 | 3-10 | - |
| Verrine | 5,000 | 20 | S | 12 | 65 | 0 | 13 | 1-2 | - |
| Worm | 2,400 | 30 | C | 8 | 75 | 0 | 9 | 1-2 | - |
| Rexaura | - | 15 | SS | 12 | 110 | 5 | 11 | 1-2 | Def +3 |
| Shine | 2,600 | 25 | A | 7 | 90 | 10 | 5 | 1-2 | - |
| Thani | - | 45 | - | 8 | 100 | 0 | 1 | 1-2 | Strong vs. armored and mounted units |
| Valaura | - | 17 | S | 8 | 95 | 0 | 12 | 1-2 | Inflicts poison |

Staves

| Name | Price | Use | Grade | Wt | Rng | Description | Equip effect | Rng | Equip/Attack Effect |
|--------------|-------|-----|-------|----|--------|---|--------------------------|------|--------------------------------------|
| Ashera Staff | - | 3 | SS | 4 | 1 | A staff that restores all HP to the target and restores the unit to normal condition. Raises the wielder's defense. | Def +5 | 1-2 | Str +3 |
| Elsilence | - | 2 | S | 7 | 1-30 | A staff that prevents distant enemies from using magic. It has been strengthened by senators' research. | - | 1-2 | - |
| Elsleep | - | 2 | A | 8 | 1-30 | A staff that puts distant enemy units to sleep for five turns. Each turn, the wielder is cured of sleep. | Clears sleep status/turn | 3-10 | - |
| Fortify | - | 5 | S | 7 | 1-Mg/2 | A staff that heals all surrounding allied units. It also heals the wielder each turn. | Recover 30 HP/turn | 1-2 | - |
| Hammerne | - | 3 | C | 7 | 1 | A staff that returns a weapon or staff to maximum durability. It raises the user's speed and defense. | Sp +5, Def +4 | 1-2 | - |
| Heal | 800 | 40 | E | 2 | 1 | A staff that restores 10 HP plus the wielder's Mg to a target unit. It also heals the wielder each turn. | Recover 5 HP/turn | 1-2 | Def +3 |
| Matrona | - | 3 | SS | 3 | 1-Mg/2 | A staff that restores all HP to a distant target. It also raises the target's biorhythm to its peak. | 100% Crit | 1-2 | - |
| Mend | 1,000 | 20 | D | 4 | 1 | A staff that restores 20 HP plus the wielder's Mg to a target unit. It also heals the wielder each turn. | Recover 10 HP/turn | 1-2 | Strong vs. armored and mounted units |
| Physic | 3,750 | 15 | C | 5 | 1-Mg/2 | A staff that restores 10 HP plus the wielder's Mg to a distant unit. Heals the wielder each turn. | Recover 20 HP/turn | 1-2 | Inflicts poison |
| Recover | 2,250 | 15 | B | 6 | 1 | A staff that restores all HP to the target. It also heals the wielder each turn. | Recover 15 HP/turn | | |
| Rescue | - | 3 | A | 6 | 1-Mg/2 | A staff that teleports allied units to a space next to the wielder. It raises the user's speed and defense. | Sp +5, Def +4 | | |
| Restore | 2,000 | 10 | C | 4 | 1 | A staff that restores a unit to normal condition. It also restores the wielder's condition each turn. | Clears condition/turn | | |
| Rewarp | - | 15 | A | 7 | 1-30 | A staff that allows the wielder to teleport to a distant place. Created by Begnion senators. | - | | |

FIRE EMBLEM

RADIANT DAWN

Staves Continued

| Name | Price | Use | Grade | Wt | Rng | Description | Equip effect | Rng | Equip/Attack Effect |
|---------|-------|-----|-------|----|--------|--|--|-----|---------------------|
| Silence | - | 3 | A | 7 | 1-Mg/2 | A staff that prevents enemies from using magic. Each turn, the wielder is cured of silence. | Clears silence status/turn | | |
| Sleep | - | 3 | B | 6 | 1-Mg/2 | A staff that puts enemy units to sleep for five turns. Each turn, the wielder is cured of sleep. | Clears sleep status/turn | | |
| Unlock | - | 10 | D | 7 | 1 | A staff that opens locks. It raises the wielder's speed and defense. | Sp +3, Def +1 | | |
| Ward | 2,250 | 15 | C | 4 | 1 | A staff that temporarily raises an ally's resistance. It raises the wielder's speed and defense. | Res +7 to target. Wielder's Sp +2, Def +2 | | |

Consumables

| Name | Use | Price | Description |
|--------------|-----|--------|--|
| Antitoxin | 3 | 450 | A draught that neutralizes the effects of poison when consumed. |
| Arms Scroll | 1 | 8,000 | An item that raises the weapon level of the equipped weapon by one grade. For beorc only. |
| Ashera Icon | 1 | 8,000 | An item that increases luck by 2. |
| Blue Gem | 1 | - | A valuable gemstone worth 5,000 gold. |
| Boots | 1 | 8,000 | An item that increases movement by 2. |
| Chest Key | 2 | 100 | A key that unlocks treasure chests. Items inside are automatically acquired. |
| Coin | 1 | - | A treasure you can sell for 1 gold. You can use it at the forge in your base. |
| Concoction | 6 | 1,200 | A potion that restores 40 HP when consumed. |
| Daemon Card | 5 | 5,000 | A special item that lets non-magic users launch a very powerful magical attack. Mt 12, Hit 100, Crit -, Wt 1, Rng 1-2 |
| Door Key | 2 | 600 | A key that unlocks doors, allowing units to move through that space. |
| Dracoshield | 1 | 8,000 | An item that increases defense by 2. |
| Elixir | 3 | 3,000 | A potion that restores all HP when consumed. |
| Energy Drop | 1 | 8,000 | An item that increases strength by 2. |
| Herb | 10 | 600 | A plant that restores 10 HP when consumed. |
| Holy Crown | 1 | - | An item that allows promoted units of level 10 or higher to upgrade classes. For Mist only. |
| Laguz Gem | 5 | - | An item that allows laguz to maintain their animal form an entire battle. For laguz only. |
| Laguz Stone | 3 | 1,600 | An items that fills up the transformation gauge, allowing laguz to shift forms. For laguz only. |
| Master Crown | 1 | - | An item that allows promoted units of level 10 or higher to upgrade classes. For beorc only. |
| Master Seal | 1 | 10,000 | An item that allows units of level 10 or higher to upgrade classes. For beorc only. |
| Olivi Grass | 8 | 1,600 | An herb that restores 15 points to a laguz's transformation gauge. |
| Panacea | 3 | 1,500 | A heady elixir that returns the unit to normal condition when consumed. |
| Pure Water | 3 | 900 | A phial of blessed water that temporarily raises resistance when consumed. |
| Reaper Card | 10 | 5,000 | A special item that lets non-magic users launch a moderately powerful magical attack. Mt 8, Hit 100, Crit -, Wt 1, Rng 1-2 |

Consumables Continued

| Name | Use | Price | Description |
|---------------|-----|-------|--|
| Red Gem | 1 | - | A moderately valuable gemstone worth 2,500 gold. |
| Rudol Gem | 1 | - | A mysterious magic gem that raises the defense of the holder by +10. (Sanaki only, works in possession.) |
| Satori Sign | 1 | - | An item that imbues the user with a powerful skill when used. For laguz of level 30 and higher only. |
| Secret Book | 1 | 8,000 | An item that increases skill by 2. |
| Seraph Robe | 1 | 8,000 | An item that increases max HP by 7. |
| Shine Barrier | 1 | 800 | A useful item that creates a single-space magical barrier through which no one can pass. |
| Silver Card | 1 | 4,000 | A special card that reduces all items to half price but does not earn any training points. |
| Spectre Card | 15 | 3,000 | A special item that lets non-magic users launch a magical attack. Mt 5, Hit 100, Crit -, Wt 1, Rng 1-2 |
| Speedwing | 1 | 8,000 | An item that increases speed by 2. |
| Spirit Dust | 1 | 8,000 | An item that increases magic by 2. |
| Statue Frag | 1 | 8,000 | An item that increases build by 2. |
| Talisman | 1 | 8,000 | An item that increases resistance by 2. |
| Torch | 5 | 500 | A stick of resinous wood dipped in pitch. When used, it lights up an area temporarily.* |
| Vulnerary | 8 | 800 | A potion that restores 20 HP when consumed. |
| White Gem | 1 | - | A very valuable gemstone worth 10,000 gold. |

* The Torch increases sight in fog of war by four spaces. Each turn, sight reduces by one space, until normal again.

Skills

Permanent Skills

The following skills are permanently assigned to units and cannot be removed.

| Name | Effect | Notes | Capacity |
|--------------|---|--|----------|
| Canto | Allows a unit that has not moved its full movement range to move the remaining amount at the end of its turn. | - | 10 |
| Critical +5 | Increases critical-hit percentage by 5. | Myrmidon, Halberdier only | - |
| Critical +10 | Increases critical-hit percentage by 10. | Swordmaster, Sniper, and Sentinel only | - |
| Critical +15 | Increases critical-hit percentage by 15. | Marksman only | - |
| Critical +20 | Increases critical-hit percentage by 20. | Trueblade only | - |
| Critical +25 | Increases critical-hit percentage by 25. | Assassins only | - |
| Shove | Grants the ability to push another unit 1 space. The target's weight may not exceed this unit's by more than 2. | - | 5 |
| Steal | Lets this unit steal an item that is lighter than the unit's strength from an enemy with a slower speed rating. | Rogue, Whisper only | - |

Assignable Skills

These skills can be removed from one unit and assigned to another, as long as open capacity points remain. Most of these skills are obtained when new units join the party. Some are obtained when a beorc unit class changes to the second tier. A few can be found as skill scroll items by stealing them from enemy units, or by standing in locations where items are buried.

| Name | Effect | Notes | Capacity |
|------------|---|--|----------|
| Adept | Can grant this unit 2 consecutive attacks. | - | 15 |
| Beastfoe | Inflicts bonus damage against beast tribe laguz. | - | 15 |
| Birdfoe | Inflicts bonus damage against bird tribe laguz. | - | 15 |
| Blessing | Restores HP to all adjacent allied units equal to this unit's magic power. | Hérons only | 15 |
| Blood Tide | Increases the strength and skill of adjacent allied units by 5. | Red Dragons only | 10 |
| Blossom | Increases parameter gains when leveling up, but reduces experience points gained by half. | - | 20 |
| Boon | Returns all adjacent allied units to normal condition. | Dragons only | 15 |
| Cancel | Can cancel an enemy's counterattack. | - | 15 |
| Celerity | Increases movement by 2 points. | - | 15 |
| Corrosion | Can cause an enemy unit's equipped weapon to lose endurance points equal to this unit's level. | - | 10 |
| Counter | Can cause enemy to receive half of the damage it deals to this unit. | - | 10 |
| Daunt | Reduce the hit and critical-hit percentages of all enemy units within 3 spaces by 5. | - | 10 |
| Disarm | Can cause an enemy unit to drop equipped items or weapons. | Beorc only | 10 |
| Discipline | Allows this unit to more easily increase weapon level. | Beorc only | 10 |
| Dragonfoe | Inflicts bonus damage against dragon tribe laguz. | - | 15 |
| Eclipse | Can neutralize an enemy's defenses and do 5 times normal damage. | Black Knight only | 30 |
| Flourish | Allows this unit to fight while causing only half of its normal damage. | - | 10 |
| Fortune | Nullifies enemy critical attacks. | - | 15 |
| Galdrar | Allows this unit to sing galdrar to aid allies. The level of the user affects which galdrar can be learned. | Hérons only | - |
| Gamble | Reduces the unit's hit chance by half, but doubles the critical-hit percentage. | - | 10 |
| Glare | Can immobilize an enemy until the current map is cleared. | Nailah only | 30 |
| Guard | Can redirect attacks aimed at supported allies toward this unit. Units must be adjacent. | - | 20 |
| Howl | Can immobilize an enemy unit for 1 turn after that enemy uses an indirect attack. | Beast laguz only - lions, tigers, cats, wolves | 20 |
| Imbue | Restores HP equal to this unit's magic power each turn. | - | 15 |
| Insight | Increases Hit by 20 and Vision by 5. | Janaff only | - |
| Maelstrom | Can inflict damage equal to this unit's strength to an enemy unit after that enemy uses an indirect attack. | Hawks and Ravens only | 20 |
| Mantle | Nullifies all damage inflicted by weapons not blessed by Yune, restoring HP equal to the unit's Luck each turn. | - | - |
| Mercy | Can leave an enemy unit with 1 HP after a lethal blow. | Elincia only | 10 |
| Miracle | Can reduce any lethal blow to half damage. | - | 5 |

Assignable Skills Continued

| Name | Effect | Notes | Capacity |
|------------|--|--|----------|
| Night Tide | Increases the defense and resistance of adjacent allied units by 5. | Black Dragons only | 10 |
| Nihil | Cancels enemy combat-related skills. | - | 20 |
| Nullify | Cancels enemy bonuses. | - | 20 |
| Paragon | Doubles experience points gained. | - | 15 |
| Parity | Cancel terrain, support, and skill bonuses to rely on tactics alone. | - | 10 |
| Pass | Grants this unit the ability to pass through enemy-occupied spaces. | - | 15 |
| Pavise | Can nullify the effects of an enemy unit's attack. | - | 20 |
| Provoke | Provokes enemies into attacking this unit in preference to others. | - | 10 |
| Quickclaw | Can inflict damage equal to this unit's strength to an enemy unit after that enemy uses in indirect attack. | Beast laguz only - lions, tigers, cats, wolves | 20 |
| Renewal | Restore 10% of total HP each turn. | - | 15 |
| Resolve | Can raise strength, skill, and speed by 1.5 times when the unit has less than 20% of its HP left. | - | 15 |
| Sacrifice | Sacrifices own HP to recover ally's HP, restores condition. | Micaiah only | 0 |
| Savior | Eliminates skill and speed penalties for carrying a traveler. | - | 10 |
| Shade | Reduces the chances an enemy will detect the unit and attack. | - | 10 |
| Shriek | May reduce an enemy unit's Luck to 0 for 1 turn after that enemy uses an indirect attack. | Hawk and Raven only | 20 |
| Smite | Grants the ability to push another unit 2 spaces. The target's weight may not exceed this unit's by more than 2. | - | 15 |
| Stillness | Negates the chance an enemy will detect the unit and attack. Does not work on all enemies. | Beorc only | 25 |
| Vantage | Can allow this unit to attack first even when an enemy initiates combat. | - | 15 |
| Vigilance | Increases Avoid and Dodge by 20. | Ulki only | - |
| White Tide | Increases the magic and speed of adjacent allied units by 5. | White Dragons only | 10 |
| Wildheart | Cuts experience points gained in half but allows the unit to transform at any time. | Laguz other than herons | 10 |
| Wrath | Can raise the critical-hit percentage by 50 when the unit has less than 20% of its HP left. | - | 15 |

Beorc Mastery Skills

Beorc units receive mastery skills when reaching their master class. If the unit's capacity does not allow them to assign the mastery skill, another skill must be removed.

| Name | Effect | Notes | Capacity |
|----------|---|-----------------------------|----------|
| Aether | Can launch consecutive attacks of Sol and Luna. | Vanguard only | 30 |
| Astra | Can launch 5 consecutive attacks. | Trueblade only | 30 |
| Aurora | Causes half of all damage received to be reflected back upon the assailant. | Ashera only | - |
| Bane | Can reduce an enemy unit's HP to 1. | Whisper only | 30 |
| Collosus | Can inflict 3 times normal damage and inflict additional damage. | Reaver only | 25 |
| Corona | Can nullify an opponent's resistance and reduce enemy skill. | Saint, Light Priestess only | 30 |

FIRE EMBLEM

RADIANT DAWN

Beorc Mastery Skills Continued

| Name | Effect | Notes | Capacity |
|-----------|--|--------------------------------|----------|
| Deadeye | Can inflict 3 times normal damage. | Marksman only | 25 |
| Flare | Can nullify an opponent's resistance and restore HP equal to damage dealt. | High-level mages only | 30 |
| Impale | Can multiply damage dealt by 4 times. | Sentinel only | 30 |
| Lethality | Can kill with a single strike. Does not work on all opponents. | Assassin only | 30 |
| Luna | Can neutralize an enemy's defenses and do 3 times normal damage. | Marshall only | 30 |
| Sol | Can inflict 3 times normal damage and restore HP equal to damage dealt. | High-level knights only | 30 |
| Stun | Can inflict 3 times normal damage and paralyze enemy for one turn. | High-level airborne units only | 25 |

Laguz Mastery Skills

When a laguz unit reaches level 30 and uses a Satori Sign, it receives a new mastery skill, automatically assigned. If the unit's capacity does not allow it to assign the mastery skill, another skill must be removed.

| Name | Effect | Notes | Capacity |
|-----------|--|--------------------------------|----------|
| Crush | Can multiply strength by 5 and paralyze enemy for one turn. | Cat | 30 |
| Formshift | Allows the unit to transform at any time. The unit will stay transformed until choosing to revert forms. | King/Queen laguz only | - |
| Ire | Can inflict triple the normal amount of damage dealt. | Dragon only | 30 |
| Roar | Can inflict damage at triple strength rating and paralyze enemy for one turn. | Lion/Tiger only | 30 |
| Savage | Can inflict damage at triple strength rating and halve enemy skill for a turn. | Wolf | 30 |
| Tear | Can inflict damage at triple strength and halve enemy speed for one turn. | Hawk only | 30 |
| Deadeye | Can inflict 3 times normal damage. | Marksman only | 25 |
| Flare | Can nullify an opponent's resistance and restore HP equal to damage dealt. | High-level mages only | 30 |
| Impale | Can multiply damage dealt by 4 times. | Sentinel only | 30 |
| Lethality | Can kill with a single strike. Does not work on all opponents. | Assassin only | 30 |
| Luna | Can neutralize an enemy's defenses and do 3 times normal damage. | Marshall only | 30 |
| Sol | Can inflict 3 times normal damage and restore HP equal to damage dealt. | High-level knights only | 30 |
| Stun | Can inflict 3 times normal damage and paralyze enemy for one turn. | High-level airborne units only | 25 |

Base Conversations

Conversations available in the Base menu are dependent upon the units still alive. Many conversations yield bonus items or allow recruitment of new units. When units die, certain conversations disappear from the Base menu. Sometimes, this can result in loss of bonus items.

| Chapter | Scene | Importance | Requirements | Obtain |
|---------|---------------------|------------|---|----------------|
| I-4 | In Town | *** | - | Recruit Meg |
| | Merchants | ** | - | - |
| | More Merchants | *** | - | Tomes in Forge |
| | Kurth | * | - | - |
| I-5 | Sothe | *** | - | 10,000 gold |
| | Nailah | *** | - | Recruit Volug |
| | Laura and Aran | * | Aran and Laura both alive, Aran is playable | - |
| | Dawn Brigade | * | Edward and Leonardo are alive | - |
| I-6 | Outside the Village | *** | - | 1,000 gold |
| | Kurth | *** | - | Renewal skill |
| I-7 | Companions | * | Meg and Zihark are alive | - |
| | Pelleas | *** | - | Brave Sword |
| I-8 | Sothe | * | - | - |
| | Tauroneo | *** | Tauroneo is alive | Restore |
| | Vika | *** | Vika is alive | Ashera Icon |
| I-9 | Pelleas | *** | - | 10,000 gold |
| | Jill | *** | Jill is alive | Pass skill |
| I-E | Fiona | *** | Fiona is alive | Thani |
| | Volug | *** | Volug is alive | Blue Gem |
| II-2 | Heather | * | Heather is playable and alive | - |
| | Laguz | * | - | - |
| | Elincia | *** | - | Talisman |
| | Geoffrey | *** | - | Elixir |
| II-3 | Calill's shop | *** | - | Recruit Danved |
| | Elincia | *** | - | Brave Lance |
| | Kieran | *** | - | Silver Axe |
| II-E | Calill | *** | - | Recruit Calill |
| | Haar | *** | Haar is alive | Physic |
| III-P | Ranulf | * | - | - |
| | Mist | * | - | - |
| | Skrimir | * | - | - |
| | Feast or Famine | * | - | - |
| III-1 | Balance | * | Mist, Rolf, and Boyd all alive | - |
| | Kitten Smitten | * | Shinon and Gatrie both alive | - |
| | Challenging | * | Mia and Rhys both alive | - |
| III-2 | Three Brothers | * | Oscar, Boyd, and Rolf all alive; one visited the central house in III-1 | - |
| | What Goes Around | * | Heather and Ilyana alive | - |
| | Item Shop | *** | - | Silver Card |

FIRE EMBLEM

RADIANT DAWN

Base Conversations Continued

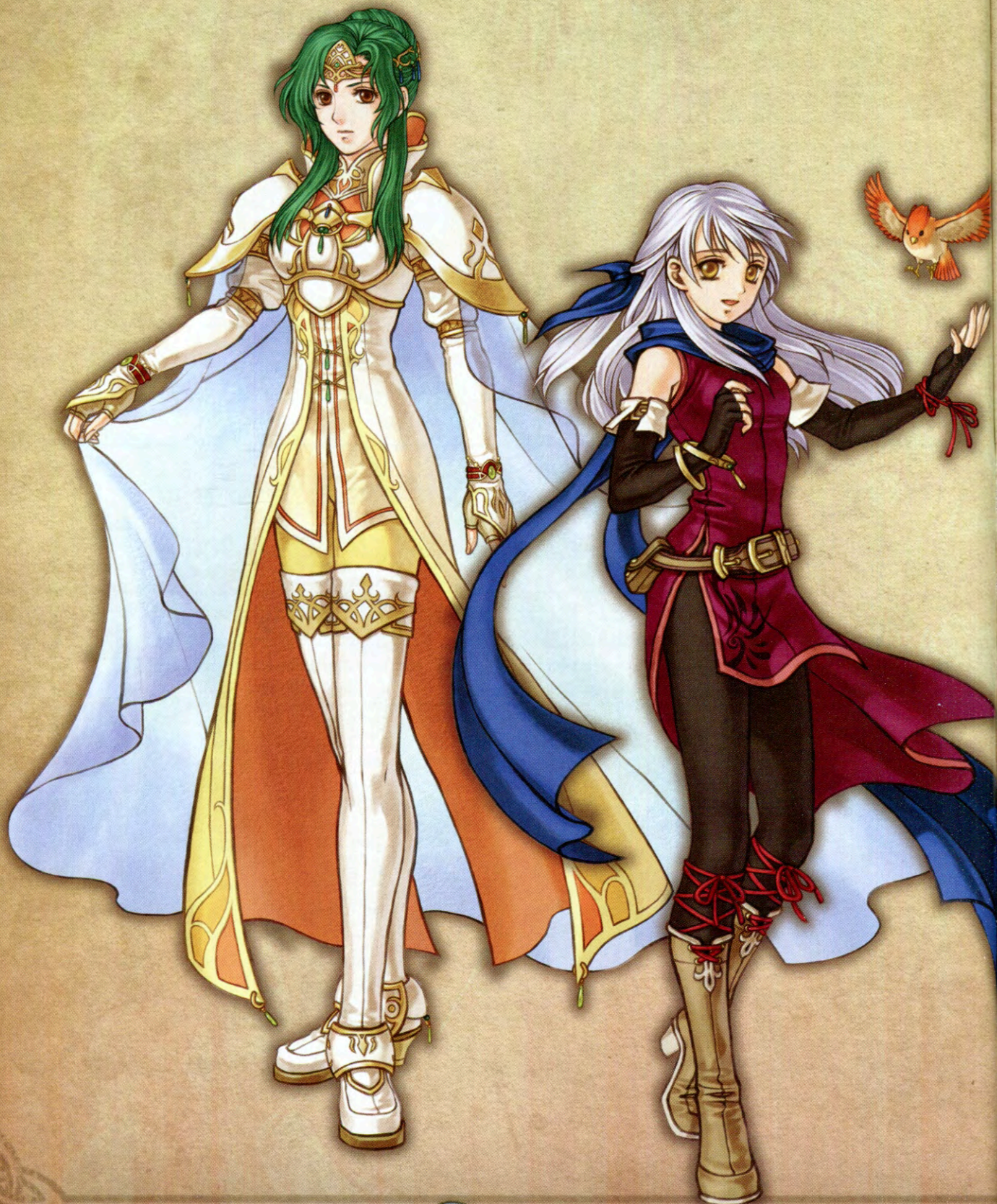
| Chapter | Scene | Importance | Requirements | Obtain |
|---------|------------------|------------|--|-----------------|
| III-3 | Strategist | * | - | - |
| III-4 | Shinon | *** | Shinon is alive | Blue Gem |
| III-5 | Haar | *** | Haar is alive | Corrosion skill |
| III-6 | Sothe | *** | - | Master Crown |
| | Jill | *** | Jill is alive | Brave Axe |
| | Edward | *** | Edward is alive | Caladbolg |
| | Leonardo | *** | Leonardo is alive | Lughnasadh |
| | Nolan | *** | Nolan is alive | Tarvos |
| III-7 | Catfight | *** | Kyza and Lyre both alive | Howl skill |
| III-8 | Wounded | * | - | - |
| | Siblings | *** | Lethe and Lyre both alive | Daunt skill |
| III-9 | Villagers | * | - | - |
| | Calill's shop | * | Calill, Marcia, Makalov, and Astrid all alive | - |
| | Elincia | *** | - | Master Crown |
| | Lucia | *** | - | 10,000 gold |
| III-10 | Giffca | *** | - | Satori Sign |
| III-11 | Sanaki | *** | - | Master Crown |
| | Sigrun | *** | - | 20,000 gold |
| | Comrades | *** | Oscar and Kieran both alive | Imbue skill |
| III-12 | Pelleas | *** | - | Master Crown |
| | Tauroneo | *** | - | Boots |
| | Sothe | *** | - | 10,000 gold |
| | Nolan | *** | Nolan is alive | Tomahawk |
| | Nico | * | Nico (little boy Prisoner) survived I-6(2) | - |
| III-13 | Edward and Leo | *** | Edward and Leonardo are both alive | Tempest Sword |
| | Laura and Aran | *** | Aran and Laura are both alive | Sleep staff |
| III-E | Boyd and Mist | *** | Boyd and Mist alive, A support relationship | Spirit Dust |
| | Master and Pupil | *** | Shinon and Rolf are both alive | Silencer |
| IV-P | Rulers | * | - | - |
| | Homecoming | * | Pelleas was not killed in Part 3 Ch 13 | - |
| | Rulers | * | Pelleas was killed in Part 3 Ch 13 | - |
| | Muston | *** | - | Rexbolt |
| | Skrimir | *** | - | Satori Sign |
| IV-1 | Appearances | * | Nailah and Rafiel are both alive | - |
| | Visions | *** | Mist is alive | Holy Crown |
| | Visions | *** | Mist is not playable | - |
| | Aimee | *** | Aimee escaped I-3 | Rexcalibur |
| IV-2 | Reyson | *** | - | Satori Sign |
| | Twins | *** | - | Rexflame |
| IV-3 | Necessities | *** | Sigrun is alive | Bolganone |
| | Naesala | *** | - | Nosferatu |
| IV-4 | Wolves | *** | Volug in Greil Army; Volug and Nailah both alive | Elixir |

Base Conversations Continued

| Chapter | Scene | Importance | Requirements | Obtain |
|---------|------------|------------|--|---------------------|
| IV-5 | Innocent | * | Calill in Hawk Army | - |
| | Innocent | * | Calill not in Hawk Army | - |
| | Innocent | * | Calill died | - |
| | Pelleas | *** | Pelleas is playable (2nd play) | Fenrir |
| | Birds | *** | Janaff and Ulki assigned to Hawk Army; Janaff, Ulki, and Reyson alive | Shriek skill |
| IV-E(1) | Renning | *** | Elincia, Lucia, Geoffrey, and Bastian are all alive | Recruit Renning |
| | Visitor | * | Stefan is not playable | - |
| | Stefan | * | Stefan is playable | - |
| | Dragons | * | Pelleas died in Part III | - |
| | Caineghis | *** | - | Urvan |
| | Terminator | *** | Volke playable and alive | 20,000G |
| IV-E(3) | Micaiah | *** | Sothe is alive, Sothe and Micaiah support rank A | Elixir |
| | Sanaki | *** | - | Pavise skill scroll |
| | Rafiel | *** | Rafiel chosen, alive | Guard skill scroll |
| | Reyson | *** | Reyson chosen, alive | Guard skill scroll |
| | Leanne | *** | Leanne chosen, alive | Guard skill scroll |
| IV-E(4) | Dragons | * | 2nd play game, Kurthnaga, Naesala, and Gareth all alive | - |
| | Dragons | * | 2nd play game, Nasir and Gareth both defeated | - |
| | Nasir | * | Only Nasir is playable | - |
| | Gareth | * | Only Gareth is playable | - |
| IV-E(5) | Soren | * | 2nd play game, <i>Path of Radiance</i> data import with Ike and Soren. A support relationship, same in <i>Radiant Dawn</i> . | - |

FIRE EMBLEM

RADIANT DAWN





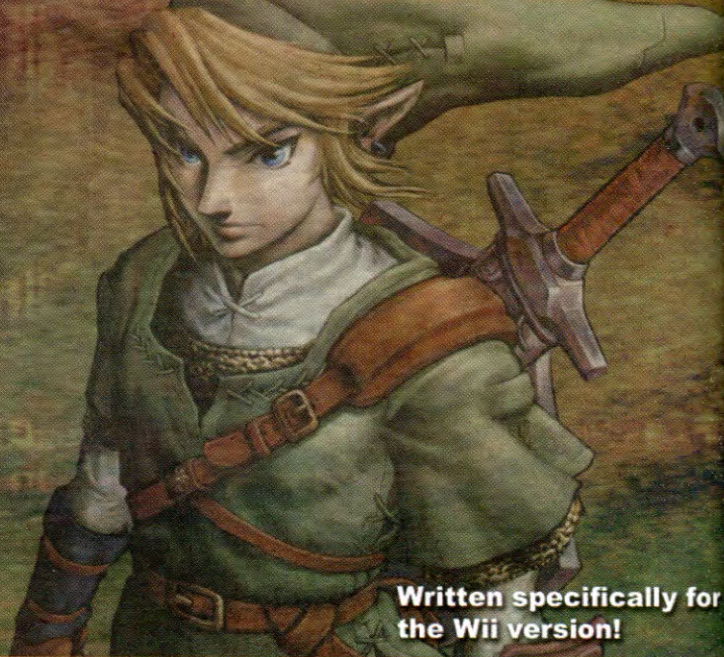
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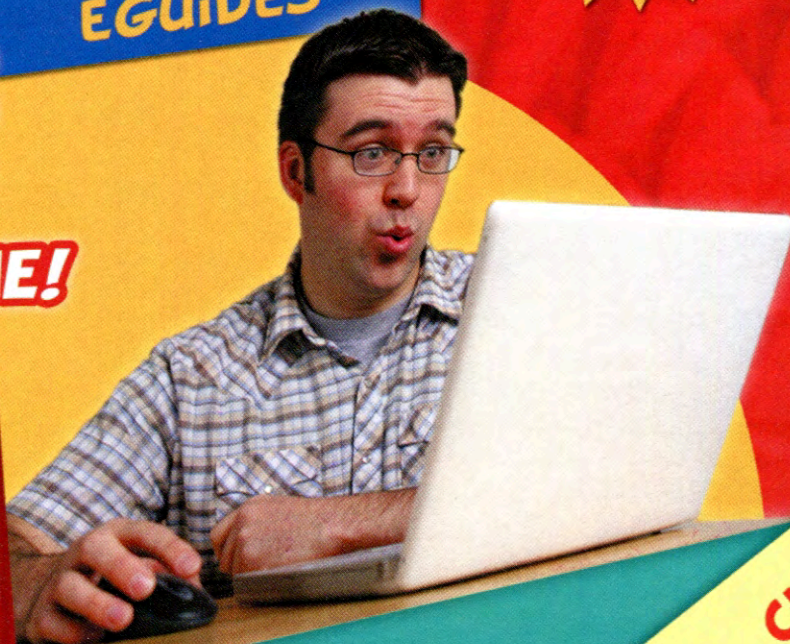
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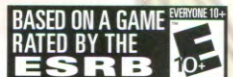
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